

Archer

Of history's most persistent necessities, none has colored the art of death more strikingly than the ability to kill from afar. While this innovative concept came in many forms, no method was as universal or as long-lasting as the bow. By the power of resistance and elasticity, a bow can carry projectiles great distances, leading to sweeping changes in the possibilities one might expect to meet his end.

The bow's utility ensured that it was used as a tool by many: the hunter, who did not wish for his prey to notice his presence before the final blow is struck; the assassin, who fells his targets safely and quietly from the shadows; and the soldier, who would blanket the sky with withering shafts of wood and metal, en masse. Whichever the vocation or way of life, those that pour their focus and abilities into the use of the bow above all else are known as archers.

Not surprisingly, the archer excels in combat at a distance, combining skill, speed, and accuracy to deadly effect. The archer has little use for the typical trappings of other warriors, donning lighter vestments that won't weigh him down. Due to the focus of the archer on his preferred method of combat, little time is spent in the use of any other weapon, save the most basic implements. One would find such a short-coming hard to take advantage of, as the archer's fleet movement makes most attempts to close the distance futile.

Role: Archers are ranged artillery specialists, able to deal death with a quiet hum of their bows. Often quiet and stealthy, they are able skirmishers and ambushers.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 5d6 × 10 gil (average 175 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The archer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 6 + Int modifier.

Table 3-3: The Archer					
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+2	+0	Archer Training, Archery Style, Aim (+1), Limit Breaks
2 nd	+1	+0	+3	+0	Archery Talent, Hawkeye (+1)
3 rd	+2	+1	+3	+1	Evasion, Agile Archer
4 th	+3	+1	+4	+1	Archery Talent, Expert Archer (+1)
5 th	+3	+1	+4	+1	Improved Archery Style, Aim (+2), Called Shot, Hawkeye (+2)
6 th	+4	+2	+5	+2	Archery Talent, Fast Movement (+10 ft.)
7 th	+5	+2	+5	+2	Quick Shot, Uncanny Dodge
8 th	+6/+1	+2	+6	+2	Archery Talent, Expert Archer (+2), Heavy Pull, Hawkeye (+3)
9 th	+6/+1	+3	+6	+3	Safe Shot, Fast Movement (+20 ft.)
10 th	+7/+2	+3	+7	+3	Archery Talent, Archery Style Mastery, Aim (+3)
11 th	+8/+3	+3	+7	+3	Ranged Cleave, Improved Evasion, Hawkeye (+4)

12 th	+9/+4	+4	+8	+4	Archery Talent, Fast Movement (+30 ft.), Expert Archer (+3)
13 th	+9/+4	+4	+8	+4	Evasive Archer, Take Aim
14 th	+10/+5	+4	+9	+4	Archery Talent, Critical Aim, Hawkeye (+5)
15 th	+11/+6/+1	+5	+9	+5	Racking Critical, Aim (+4) Fast Movement (+40 ft.)
16 th	+12/+7/+2	+5	+10	+5	Archery Talent, Expert Archer (+4)
17 th	+12/+7/+2	+5	+10	+5	Volley, Improved Uncanny Dodge, Hawkeye (+6)
18 th	+13/+8/+3	+6	+11	+6	Archery Talent, Fast Movement (+50 ft.)
19 th	+14/+9/+4	+6	+11	+6	Ranged Defense, Aim Mastery
20 th	+15/+10/+5	+6	+12	+6	Archery Talent, Aim (+5), Expert Archer (+5), Master Archer, Hawkeye (+7)

Class Features

All of the following are class features of the archer.

Weapon and Armor Proficiency: Archers are proficient with all simple weapons and all non-exotic bows. Archers are proficient with light armor, but not with any type of shields.

Limit Breaks (Su): At 1st level, the archer receives the Limit Breaks (Shell Piercer and Trueshot Arrow).

Shell Piercer (Su): This Limit Break allows the archer to strike through any armor. For a duration of 1 round + 1 round per four archer levels after 1st, the first arrow that an archer fires per round goes against touch AC rather than normal AC. For every four archer levels after 1st, the archer treats another arrow he fires against touch AC. This limit break requires only a swift action.

Trueshot Arrow (Su): This Limit Break allows the archer to enhance his Called Shots. For a duration of 1 round + 1 round per four archer levels after 1st, the first called shot that hits per round counts as a confirmed critical called shot with a +1 competence bonus to the save DC plus an additional +1 competence bonus per four archer levels after 1st. This limit break requires only a swift action

Archer Training (Ex): Starting at 1st level, an archer counts his total archer levels as base attack bonus for the purpose of qualifying for feats.

Archery Style (Ex): At 1st level, the archer gains one of the following feats as a bonus feat: Deadly Aim, Far Shot, Focused Shot, Point Blank Shot, Precise Shot, Rapid Reload, and Rapid Shot, even if he does not have the normal prerequisites for that feat. The benefits of this ability apply only when he wears light or no armor. He loses all benefits of this ability when wearing medium or heavy armor.

Aim (Ex): Also at 1st level, an archer can aim at an opponent he can see as a move action. The archer then gains a +1 insight bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 insight bonus on bow and crossbow attack and damage rolls against it. An archer can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the archer aims at a new target.

At 5th, 10th, 15th, and 20th levels, the bonuses on bow and crossbow attack rolls, damage rolls, and skill checks against an aimed target increase by 1. In addition, at each such interval, the archer is able to maintain these bonuses against an additional aimed target at the same time. The archer may discard this connection to an aimed target as a free action, allowing him to aim at another target in its place.

At 7th level, an archer can aim at an opponent as a move or swift action.

Hawkeye (Ex): At 2nd level, an archer gains a +1 bonus on Perception checks, and the range increment for any bow he uses increases by 5 feet. These bonuses increase by +1 and 5 additional feet for every 3 levels beyond 2nd.

Archery Talents (Ex): As an archer gains experience, he learns a number of talents that aid him against his foes. Starting at 2nd level, an archer gains one archery talent. He gains an additional archery talent for every 2 levels of archer attained after 2nd level. Unless otherwise stated, an archer cannot select an individual talent more than once. Talents marked with an asterisk cannot be combined with other asterisked talents, these talents can also only be used once per round.

Aiding Shot (Ex):* The archer can use this talent as a free action when he hits a creature with a ranged attack. Each of the archer's allies other than himself gain a +2 circumstance bonus on their attack rolls against that creature until the beginning of the archer's next turn.

Ambushing Shot (Ex): An archer with this talent may treat his initiative roll as a 20 for a surprise round, regardless of his initiative, but he may only take an attack action with a bow and crossbow. His normal initiative roll is used in subsequent rounds. If two or more characters possess this talent, their initiative determines the order in which they act, but they all go before any other creature. If an archer is prevented from acting in the surprise round, this talent has no effect.

Blood Reader (Ex): While able to see an aimed target, an archer with this talent knows exactly how many hit points his opponent has remaining. This only works against living targets.

Chameleon Step (Ex): The archer can move up to twice his speed as a move action. The archer does not take any penalty on Stealth skill checks for movement during this move. This move provokes attacks of opportunity as normal (assuming enemies know he's there).

Camouflage (Ex): An archer with this talent can craft simple but effective camouflage from the surrounding foliage. The archer needs 1 minute to prepare the camouflage, but once he does, it is effective for the rest of the day or until the archer fails a saving throw against an area-effect spell that deals earth, fire, ice, lightning, water, or wind damage, whichever comes first. The archer gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Combat Trick: An archer that selects this talent gains a bonus combat feat (see Feats). This talent may be selected only once

Close-Ranged Sniper: The archer gains Point Blank Shot as a bonus feat. If the archer already has Point Blank Shot, he can choose either Far Shot or Precise Shot instead. At 6th level, the archer also gains Point Blank Master as a bonus feat, even if he does not meet its prerequisites.

Critical Genius (Ex): The archer may select 1 bow or crossbow with which he is proficient, treating that weapon as though its critical threat range was 19-20 (unless it would be higher) and its critical multiplier as though it was x2 (even if it would normally be higher). In addition, when the archer confirms a critical hit with the chosen weapon while using the attack action, he deals additional damage equal to his base attack bonus; this additional damage is applied after other modifiers and is not multiplied by the critical hit. At 12th level, the chosen weapon's critical threat range is instead treated as 18-20.

Defensive Bow Stance (Ex): The archer can use this talent as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

Defensive Grace (Ex): An archer that selects this talent adds his aimed target bonus to his CMD and as a dodge bonus to AC when attacked by his aimed target.

Distracting Shot (Ex):* The archer can use this talent as a free action when he hits with a ranged attack. The target of the attack takes a –2 penalty on all attack and CMB rolls for 1 round.

Greater Called Shot (Ex): An archer with this talent that makes a called shot that deals half the creature's hit points of damage (minimum 40) doubles the called shot's effects and duration. **Prerequisites:** An archer must have the called shots class feature, improved called shot talent, and be at least 10th level to select this talent.

Grounding Shot (Ex): The archer's ranged attacks ignore the penalty for attacking prone targets and deal 2 extra damage against them.

Hateful Attack (Ex): As a free action, when the archer rolls a critical threat, he may automatically confirm it. **Prerequisite:** An archer must be at least 8th level to select this talent.

Hobbling Shot (Ex):* The archer can use this talent as a free action when he hits with a ranged attack. The land speed of the target of the attack is reduced by 1/2 for 1 minute.

Improved Called Shot (Ex): While making a called shot, an archer with this talent reduces the penalty to attack rolls by 2. **Prerequisites:** An archer must have the called shots class feature and be at least 6th level to select this talent.

Marauder's Step (Ex): Whenever the archer uses a full-round action to attack, he may move up to half his speed as a free action before the first attack is made. This can provoke attacks of opportunity normally. **Prerequisite:** An archer must be at least 8th level to select this talent.

Piercing Shot (Ex): The archer may use this talent as a standard action to make a single ranged attack at his full attack bonus with his bow or crossbow. Instead of attacking a specific target, the projectile affects all creatures in a single line, originating from the archer and going out a distance equal to the range increment of the weapon he uses. This attack applies to each target in the line, hitting each target whose AC he beats with his attack roll and dealing normal damage (plus the effects of any special properties on the projectile). If a critical hit is confirmed, the archer critically hits only the first target struck in the line.

Positioning Shot (Ex): Once per round, when an archer with this talent hits a creature with a ranged attack, he can move up to 30 feet without provoking attacks of opportunity.

Saving Grace (Ex): An archer that selects this talent adds his aimed target bonus as an insight bonus to all saving throws that he makes when targeted by an attack or ability used by his aimed target.

Second Chance Shot (Ex): When he misses with a ranged attack, the archer may reroll his attack at a –5 penalty. Using this ability is an immediate action.

Secondary Target (Ex): The archer's incredible skill with bows and crossbows means that even failure is success. Whenever the archer misses his target with a ranged attack, he may redirect the attack to an enemy within 20 feet of his target. He makes an attack roll against the new target, and if successful, hits as if he had targeted them in the first place. The archer may use this ability as often as he misses, but once he hits a creature with a redirected attack, he cannot target it again this way until the beginning of his next turn. **Prerequisite:** An archer must be at least 14th level to select this talent.

Splitshot (Ex): Whenever the archer makes an attack action with a bow or crossbow, he can load two arrows/bolts and fire them as part of the same attack. When making an attack action in this fashion, his attack suffers a -2 penalty, but can target two adjacent creatures. For every four points of base attack bonus he possesses, the targets may be +5 ft. away from each other and still be viable targets, so long as their distance from each other is not greater than the distance from him to either of them.

Sure Footing (Ex): The archer gains a +5 bonus on Acrobatics checks to move on narrow surfaces and loose or uneven ground.

Sure Shot (Ex): An archer can use a full-round action to make an attack against an opponent who is up to three range increments away. The opponent is treated as flat-footed against this attack. This attack bypasses any damage reduction the target might have. If the target has uncanny dodge, it retains its damage reduction against this attack.

Surprise Shift (Ex): The archer can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Surprise Shot (Ex): Whenever the archer rolls initiative, he can also make a single attack with a bow or crossbow as an immediate action. He can use this ability only if he has a weapon in hand and it is loaded (if applicable). If more than one character has this talent, their initiative check results determine the order in which they make their attacks. After these attacks are resolved, the round proceeds as normal.

Tangling Shot (Ex):* The archer can use this ranged attack as a free action when he makes a ranged attack. If the attack hits, the target is entangled for 1 round.

Threatening Shot (Ex): An archer with this talent is so deadly with his bow or crossbow, he may flank targets. He threatens an area up to the first range increment.

Trick Shot (Ex): An archer with this talent can choose one of the following actions: disarm, feint, or sunder. He can perform this action with a bow or crossbow against any target within 30 feet, with a -4 penalty to his attack roll. Every four levels beyond 6th, he may choose an additional trick shot to learn. These maneuvers use up arrows as normal. At 14th level, he may also choose from the following actions: bull rush, grapple, trip. A target grappled by an arrow or bolt can break free by destroying the archer's arrow or bolt (hardness 5, hit points 1, break DC 13) or with an Escape Artist or Strength check (against the archer's -4 penalty). **Prerequisite:** An archer must be at least 6th level to select this talent.

Two with One Blow (Ex): An archer with this talent can use a bow or crossbow to attack two opponents adjacent to each other at once by taking a -4 penalty on the attack roll. The attack may hit either, both, or neither opponent depending on the roll and the Armor Class of each opponent. Damage for each opponent is resolved separately. If the attack roll results in the threat of a critical hit, roll to confirm each critical hit separately.

Vantage Point (Ex): The archer uses higher ground to his advantage on his projectile attacks. Whenever the archer has his entire body completely above the body of his enemy, he can ignore all penalties for attacking beyond the first range increment. In addition, he may ignore cover or partial cover that does not extend upward to his position.

Weak Spot (Ex): Whenever an archer with this talent uses a bow or crossbow against a target of his size or larger, the character can make a ranged touch attack instead of a normal attack. If the attack hits, the archer does not apply his Strength or Dexterity bonus to the damage.

Without a Trace (Ex): When the archer successfully uses evasion or improved evasion to avoid taking damage, he can attempt to hide as an immediate action. The archer attempts a Stealth check with a -20 penalty,

but gains a +1 bonus on her check for every die of damage the avoided attack would have dealt. The archer can attempt this check even while being observed, as long as he has cover or concealment or an ability that allows him to use the Stealth skill while being observed without cover or concealment. **Prerequisite:** An archer must have the evasion class feature to select this talent.

Evasion (Ex): At 3rd level and higher, an archer can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the archer is wearing light or no armor. A helpless archer does not gain the benefit of evasion.

Agile Archer (Ex): Starting at 3rd level, an archer may add his Dexterity modifier to the damage roll while using a bow or crossbow. If an effect or item would allow an archer to use his Strength for bow and crossbow damage rolls, he instead uses Dexterity, but it doesn't stack.

Expert Archer (Ex): At 4th level, an archer gains a +1 bonus on attack and damage rolls with bows and crossbows. This bonus increases by +1 for every four levels beyond 4th.

Improved Archery Style (Ex): At 5th level, an archer's aptitude in his archery improves. He gains one of the following feats as a bonus feat or a feat from the previous ability: Crossbow Mastery, Expert Sniper, Improved Precise Shot, Parting Shot, and Manyshot, even if he does not have the normal prerequisites for that feat. As before, the benefits of this ability apply only when he wears light or no armor. He loses all benefits of this ability when wearing medium or heavy armor.

Called Shot (Ex): At 5th level, while using aim at a target, the archer can attempt to strike a specific body part on an aimed target within the first range increment of his bow and crossbow, to cause various effects. The archer must declare his intention to attempt a called shot and designate the specific target and body part before the attack roll is made. The archer then makes ranged attacks as normal (can make multiple called shots as his number of attacks allowed). A successful attack deals weapon damage normally and causes debilitating secondary effects. Conditions and penalties incurred by called shot lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives the benefit of a *restora* spell or equivalent effect. If damage reduction completely negates the damage from a called shot, the called shot has no effect. If hit point damage does get through, the called shot has normal effects. Creatures immune to critical hits are immune to the effects of a called shot. Multiple successful called shots against the same body part or body parts of a single creature are not cumulative.

- **Arm:** Arms are the manipulating limbs of a creature, including tentacles. Wings are also considered to be arms for purposes of a called shot. Called shots to the arm suffer a –2 penalty to attack rolls.
 - **Called Shot:** A called shot to an arm deals no additional damage, but for 1d4 rounds, any attack rolls, ability checks, or skill checks made using the wounded arm take a –2 penalty. A flying creature shot in the wing must make a Fly check (DC 10 + damage dealt) to avoid descending involuntarily.
 - **Critical Called Shot:** A critical hit to the arm deals 1d4 points of Dexterity damage and 1d4 points of Strength damage. A successful Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) halves the ability damage (minimum 1 point to each attribute). The target also suffers the effects of a called shot to the arm for 1d4 minutes.
- **Chest:** Called shots to the chest are aimed at the well-protected center of mass of a creature. Called shots to the chest suffer a –2 penalty to attack rolls.
 - **Called Shot:** A called shot to the chest deals no additional damage, but any skill checks caused by the hit (such as an Acrobatics check while balancing or a Climb check while climbing) take a –2 penalty.
 - **Critical Called Shot:** A critical hit to the chest deals 1d4 points of Constitution damage and fatigues the target. A successful Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier)

(made after the Constitution damage is applied) negates the fatigue. The creature also suffers the effects of a called shot to the chest.

- **Ear:** Ears are the organs used to hear. Creatures without visible ears generally aren't susceptible to called shots to that location. Called shots to the ear suffer a –10 penalty to attack rolls.
 - **Called Shot:** A called shot to the ear deafens that ear for 1 round, and imposes a –2 penalty on Perception checks. A creature that loses hearing in all ears is deafened until hearing is returned by way of the *restora* spell or a similar effect.
 - **Critical Called Shot:** A critical hit to the ear deafens that ear for 2d6 minutes and leaves the target staggered for 1 round. The target also suffers the effects of a called shot to the ear for that duration.
- **Eye:** Eyes include whatever organs a creature uses to see. Generally, a creature can't be blinded until it has lost all vision in all of its eyes. Creatures with five or more eyes take no penalties from called shots to their eyes until they're blinded in enough eyes to bring them down a single functional eye, but can still be blinded in that eye by a critical hit. Called shots to the eye suffer a –10 penalty to attack rolls.
 - **Called Shot:** A called shot to the eye gives all of the target's foes concealment against its attacks for 1 round and gives it a –2 penalty on Perception checks. If the creature only has one functional eye prior to the called shot, it is blinded for 1 round instead.
 - **Critical Called Shot:** A critical hit to the eye costs the target's sight in that eye for 1d4 minutes. The target also suffers the effects of a called shot to the eye for that duration.
- **Hand:** Hands include most extremities used for fine manipulation. Called shots to the hand suffer a –5 penalty to attack rolls.
 - **Called Shot:** For 1d4 rounds, any attack rolls, damage rolls, ability checks, or skill checks made using the wounded hand take a –2 penalty, including attack and damage rolls with two-handed weapons. In addition, the target takes a –4 penalty to its CMD to resist disarm attempts, and drops its weapon (if any) on an attack roll result of a natural 1.
 - **Critical Called Shot:** A critical hit to the hand deals 1d4 points of Dexterity damage. In addition, the target drops anything it is holding in that hand unless it succeeds at a Reflex save (DC 10 + half of the archer's level + his Dexterity modifier). Items held in two hands aren't dropped, but the target still loses its grip with the injured hand. The target also suffers the effects of a called shot to the hand for 1d4 minutes.
- **Head:** Called shots to the head suffer a –5 penalty to attack rolls, as most creatures show some skill at dodging attacks aimed at their faces. Some creatures lack a proper head altogether. Creatures with multiple heads must be hit by called shots to all their heads in a single round to suffer ill effects, and even then, only suffer the least effect that is inflicted on any single head.
 - **Called Shot:** A called shot to the head leaves the target sickened for 1d4 rounds.
 - **Critical Called Shot:** A critical hit to the head deals 1d6 points of Intelligence, Wisdom, or Charisma damage (randomly determine which) and staggers the target for 1d4 rounds. A successful Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) prevents the target from being staggered. The target also suffers the effects of a called shot to the head for 1d4 minutes.
- **Heart:** A called shot to the heart represents an attempt at a killing blow. If the hit isn't a critical hit, the attempt fails and is just a normal hit. A called shot to the heart can be used for any small, likely fatal location on a creature, such as the only weakness on an unimaginably ancient red dragon. Called shots to the heart suffer a –10 penalty to attack rolls.
 - **Called Shot:** A called shot to the heart is just a normal hit with no extra effect.
 - **Critical Called Shot:** A critical hit to the heart pierces the organ, causing exhaustion and 1d4 points of Constitution bleed damage. A successful Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) reduces this to fatigue and 1 point of Constitution bleed damage. In either case, stopping the bleeding requires either regeneration (spell or special ability), magic healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a successful DC 20 Heal check that takes 1d4 rounds to complete.
- **Leg:** Legs are the ambulatory limbs of a creature. Called shots to the leg have no special effect on creatures with five or more legs. Called shots to the leg suffer a –2 penalty to attack rolls.

- **Called Shot:** A called shot to a leg lowers the target creature's speed by 10 feet for 1d4 rounds if it has two or fewer legs, and by 5 feet if it has three or four legs. In either case, the creature's speed cannot be reduced below 5 feet per round. Called shots to the leg have no effect on creatures with five or more legs. Hitting the same leg more than once has no extra effect, but the speed penalty for hits on different legs stack. Additionally, any skill or ability checks involving movement (such as Acrobatics or Swim checks) take a –2 penalty for 1d4 rounds.
- **Critical Called Shot:** A critical hit to the leg deals 1d4 points of Dexterity damage and knocks the target prone. A successful Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) keeps the creature from falling prone. The creature also suffers the effects of a called shot to the leg for 1d4 minutes.
- **Foot:** Called shots to the foot aim to take away the target's ability to charge at their foes and take a –5 penalty to attack rolls.
 - **Called Shot:** A called shot to the foot stops the target being able to charge or run for 1d4 rounds.
 - **Critical Called Shot:** A critical hit to the foot deals 1d4 points of Dexterity damage and causes the target to become Immobilized, a Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) to negate the status effect. The creature also suffers the effects of a called shot to the foot for 1d4 minutes.
- **Neck:** The neck makes for a difficult but rewarding target. Injuries to the neck keep a creature from speaking easily, and if blood vessels or the windpipe are damaged, such injuries rapidly lead to death. Creatures that lack vulnerable heads generally can't be attacked in the neck either. Called shots to the neck suffer a –10 penalty to attack rolls.
 - **Called Shot:** A called shot to the neck makes speaking above a hoarse whisper impossible for 1 round. Spells have a 20% chance of failing outright, as do attempts to activate command-word items (although for magic items, the use of the item is not wasted).
 - **Critical Called Shot:** A critical hit to the neck deals 1d6 points of bleed damage. In addition, the target must succeed at a Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) or suffer a crushed windpipe and be unable to breathe or speak, possibly suffocating. A crushed windpipe can be repaired by magical healing (from one or more sources) that heals as many hit points of damage as the original hit dealt, or by a DC 25 Heal check to open up a hole into the windpipe. The latter check deals 2d6 hit points of damage, and leaves the creature still unable to speak. If target makes its saving throw, it still suffers the effects of a called shot to the neck for 1d4 minutes.
- **Vitals:** The vitals correspond to the abdomen on a humanoid: critical organs not well-protected by bone. Attacks on the vitals can also include dastardly "low blows." Vitals for non-humanoid creatures can include nearly any location that is relatively hard to hit, poorly protected, and debilitating if struck. Called shots to the vitals suffer a –5 penalty to attack rolls.
 - **Called Shot:** A called shot to the vitals leaves the target sickened for 1d4 rounds. A successful Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) reduces this duration to 1 round. While sickened from the blow, the target cannot run or charge.
 - **Critical Called Shot:** A critical hit deals 1d4 points of Constitution damage. In addition, the target is nauseated for 1d4 rounds and sickened for 1d6 minutes. A successful Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) negates the nauseated condition. While the target is sickened from the blow, it cannot run or charge.

Fast Movement (Ex): At 6th level, when not firing or reloading, archer can quickly change position. When wearing light or no armor and carrying no more than a light load, his base move speed increases by 10 feet. This bonus increases by 10 feet for every three archer levels after 6th level.

Quick Shot (Ex): At 7th level, whenever an archer makes a full attack with a bow or crossbow, he can make one additional ranged attack. This attack is at the archer's highest base attack bonus, but each attack in the round (including the extra one) takes a –2 penalty. This ability stacks with Rapid Shot feat.

Uncanny Dodge (Ex): Starting at 7th level, an archer can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. An archer with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If an archer already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Heavy Pull (Ex): At 8th level, the archer can pull on a bowstring or taut their crossbow in such a way that they can deal considerably more damage than others who are less talented with bows and crossbows. An archer treats any bow or crossbow as 1 size category larger when calculating damage. This does not stack with any similar abilities.

Safe Shot (Ex): Beginning at 9th level, the archer no longer provokes attacks of opportunity when making a ranged attack with his bow or crossbow. When making other ranged attacks, such as throwing a dagger, the archer provokes as normal.

Archery Style Mastery (Ex): At 10th level, an archer's aptitude in his archery improves again. He gains one of the following feats as a bonus feat or a feat from the previous two abilities: Master Sniper, Pinpoint Targeting and Shot on the Run, even if he does not have the normal prerequisites for that feat. As before, the benefits of this ability apply only when he wears light or no armor. He loses all benefits of this ability when wearing medium or heavy armor.

Ranged Cleave (Ex): A bow or crossbow in the hands of an 11th-level archer becomes a weapon capable of shots with incredible power and precision. Whenever an archer deals enough damage to a creature with a bow or crossbow to drop the creature below 0 hit points, the archer receives a second attack against another creature within half the weapon's range increment of the first target. If the second target is dropped below 0 hit points by the attack, the archer may take a third attack against another creature within one-quarter of the weapon's range increment from the second target, and so on – the maximum distance between potential targets halving each time a target is successfully dropped.

Improved Evasion (Ex): At 11th level, the archer's evasion ability improves. This works like evasion, except that while the archer still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless archer does not gain the benefit of improved evasion.

Take Aim (Ex): At 13th level, whenever the archer uses the aim ability, he can double the bonuses. He can use this ability a number of times per day equal to his Dexterity modifier.

Evasive Archer (Ex): Also at 13th level, an archer gains a +2 dodge bonus to AC against ranged attacks. This bonus increases to +4 at 17th level.

Critical Aim (Ex): At 14th level, the archer's aim becomes a precise deadliness. The critical threat range of all bows and crossbows in the hands of the archer is increased by 1. At 18th level, this increases by 1 again. This increase stacks with Improved Critical or Keen effects but applies after.

Racking Critical (Ex): At 15th level, when an archer confirms a critical hit with a bow or crossbow, the creature suffers such racking pain that its defenses are lowered temporarily. All cases of DR and hardness on that creature may be ignored by the archer and his allies until the start of the archer's next turn. If this attack is also a critical hit, the arrow or bolt can continue to hit another target, but the penalties stack.

Volley (Ex): At 17th level, as a full-round action, an archer can make a single bow or crossbow attack at his highest base attack bonus against any number of creatures in a 30-ft.-radius burst, making separate attack and damage rolls for each creature.

Improved Uncanny Dodge (Ex): An archer of 17th level or higher can no longer be flanked. This defense denies an enemy the ability to gain a bonus on attack rolls by flanking him, unless the attacker has at least four more character levels than the archer does.

Ranged Defense (Ex): At 19th level, an archer gains DR 5/- against ranged attacks. In addition, as an immediate action, he can catch an arrow or bolt fired at him and shoot it any target he chooses.

Aim Mastery (Ex): At 19th level, the archer becomes a master at capturing or killing his aimed targets. As a standard action, he can make a single ranged attack against an aimed target at his full base attack bonus, choosing one of the following effects: kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds. If the attack succeeds, the target takes damage normally and must succeed at a Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) or suffer the additional effect. Whether or not the target succeeds, it cannot be targeted by this ability again (by any archer) for 24 hours.

Master Archer (Ex): At 20th level, an archer's skill with archery becomes legendary. Any attacks made with any bow or crossbow that the archer wields automatically confirm all critical threats and have their damage multiplier increased by 1 ($\times 2$ becomes $\times 3$, for example). In addition, he cannot be disarmed while wielding any bow or crossbow.