

## **Darter**

*While most ninjas focus on beguiling their foes, inflicting status effects in excess, or being as stealthy as possible, the darter instead focuses on perfecting their throwing abilities.*

The darter is an archetype of the ninja class.

**More Weapons than Hands (Ex):** At 1st level, the darter is able to bring out more weapons than he can reasonably use, often with lightning-quick movements. He gains the Quick Draw feat.

At 3rd level, he gains the Close-Quarters Thrower feat. If he already possesses this feat, he may instead gain a bonus combat feat.

At 5th level, he gains the Point-Blank Shot feat. If he already possesswa this feat, he may instead gain a bonus combat feat.

This ability replaces ac bonus.

**Pinpoint Throws (Ex):** Starting at 2nd level, the darter may add his Dexterity modifier to the damage rolls for throwing weapons.

At 6th level, the darter can utilize the archer's called shots feature with thrown weapons, using his ninja levels in place of archer levels.

This ability replaces ninja tricks gained at 2nd, 6th, 10th, 14th, and 18th level.

**Tosser Style (Ex):** Also at 2nd level, the darter gains further proficiency with throwing weapons. He may select one of the following as a bonus feat: Deadly Aim, Far Shot, Precise Shot, Rapid Shot and Startoss Style, 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.

At 5th level, he may select another bonus feat from this list or previous list: Expert Sniper, Improved Precise Shot, Parting Shot, Ricochet Toss and Startoss Comet.

At 10th level, he may select another bonus feat from this list or previous lists: Master Sniper, Pinpoint Targeting, Shot on the Run and Startoss Shower.

This ability replaces ki pool and ki powers.

**Dextrous Darter (Ex):** At 4th level, the darter gains a +1 bonus on attack and damage rolls when throwing weapons. This bonus increases by +1 for every four ninja levels beyond 4th.

This ability replaces ninja tricks gained at 4th, 8th, 12th, 16th, and 20th level.

**Deadly Weapons (Ex):** At 12th level, the darter has perfected his throwing abilities. The critical threat range of all thrown weapons in the hands of the darter is increased by 1. At 18th level, this increases by 1 again. This increase stacks with Improved Critical or Keen effects but applies after.

This ability replaces master tricks.

**Edge to the Throat (Ex):** At 20th level, a darter's skill with thrown weapons becomes legendary. Any attacks made with any thrown weapon that the darter wields automatically confirm all critical threats and have their

damage multiplier increased by 1 ( $\times 2$  becomes  $\times 3$ , for example) to a max of  $\times 4$ . In addition, he cannot be disarmed while wielding any thrown weapon.

This ability replaces slicing wind.