

## Dwarven Crossbowyer

*Dwarven crossbowyers battle the vilest creatures—often in underworld tunnels, far from their homes—in defense of their clans. Their great skills with crossbows make dwarven crossbowyers deadly hunters of the dark aberrations and depraved humanoids that otherwise would destroy everything the dwarves have built.*

The dwarven crossbowyer is an archetype of the archer class, available only to dwarf archers.

**Class Skills:** The dwarven crossbowyer adds Intimidate to his list of class skills. This replaces Knowledge (Nature) as a class skill.

**Weapon Proficiencies:** Dwarven crossbowyers are proficient with all simple weapons and all non-exotic crossbows.

This ability replaces the archer's weapon proficiencies.

**Armor Piercer (Ex):** At 1st level, a dwarven crossbowyer regularly defends his underground home from some of the most dangerous predators in the world. When using a crossbow (of any sort), a dwarven crossbowyer reduces the armor, shield, or natural armor bonus of his target by 1. This ability cannot reduce the target's modifier below 0. For every four archer levels, a dwarven crossbowyer can reduce the armor, shield, or natural armor bonus of his target by an additional  $-1$ . (For example,  $-2$  to armor, shield, or natural armor at 5th level,  $-3$  at 9th level, and so on.) A dwarven crossbowyer can apply this penalty to multiple aspects of the target's AC. For example, if a 9th-level dwarven crossbowyer attacks a creature with a  $+1$  armor bonus and a  $+2$  natural armor bonus, he can negate both bonuses completely. In order to use this ability, the dwarven crossbowyer must be within 60 feet of the target creature.

This ability replaces aim.

**Pack Mule (Ex):** Early in his career, a dwarven crossbowyer learns to better bear the burden of the gear and equipment he needs during long excursions away from home. At 2nd level, he gains a  $+2$  bonus to his Strength score for the purposes of determining carrying capacity. At 10th level, this bonus increases to  $+4$ . In addition, even when bearing a large load or burdened by weighty armor, the dwarven crossbowyer fares better than others. In addition, he reduces his armor-check penalty by 1 when the penalty is caused by armor or by carrying a medium or heavy load. This ability never reduces the armor-check penalty below 0. At 6th level and every four archer levels thereafter, the reduction increases by a further  $+1$  ( $+2$  at 6th level,  $+3$  at 10th, and so on).

This ability replaces hawkeye.

**Quick Finger (Ex):** At 2nd level, as long as the dwarven crossbowyer is carrying a loaded crossbow, he may take an action in the surprise round.

This ability replaces an archery talent gained at 2nd level.

**Bolt Ladder (Ex):** At 4th level, the dwarven crossbowyer's bolts ignore hardness of a wall or similar structure when using his crossbow bolts to create firm footholds in it. This deals damage to the wall, and multiple bolts can act as a ladder, reducing the DC of climb checks to 10. A minimum of 1 bolt for every five feet climbed must be fired.

This ability replaces an archery talent gained at 4th level.

**Expert Crossbowyer (Ex):** At 4th level, a dwarven crossbowyer gains a  $+1$  bonus on attack and damage rolls with crossbows. This bonus increases by  $+1$  for every four levels beyond 4th.

This ability replaces expert archer.

**Preferred Environment (Ex):** At 5th level, when underground or in a structure made primarily from stone, a dwarven crossbowyer feels at home. He gains a +2 bonus on Acrobatics, Climb, Knowledge (dungeoneering), Perception, and Survival checks. He also gains a +2 bonus on weapon attack and damage rolls. A dwarven crossbowyer may make Knowledge (dungeoneering) skill checks untrained. At 10th level, the bonus increases to +4, at 15th level it increases to +6, and at 20th level it increases to +8.

This ability replaces called shot.

**Camouflage (Ex):** At 6th level, a dwarven crossbowyer may use the Stealth skill to hide in any stone environment—including within structures made primarily of stone—even if he does not have cover or concealment. In addition, while traveling through natural stone environments, a dwarven crossbowyer does not suffer any armor-check penalty or encumbrance penalty to the Stealth skill. In addition, a dwarven crossbowyer cannot be tracked through such an environment unless he explicitly decides to leave a trail.

This ability replaces fast movement.

**Quick Bolt Exchange (Ex):** At 7th level, a dwarven crossbowyer is adept at exchanging the bolts in his possession as well as in his weapons. The dwarven crossbowyer gains the Rapid Reload feat as a bonus feat for a crossbow of his choice. If the dwarven crossbowyer already has Rapid Reload, he instead reduces the action required to reload his type of crossbow selected by 1 more step (standard > move > swift).

This ability replaces uncanny dodge.

**Close Combat Shot (Ex):** Beginning at 9th level, a dwarven crossbowyer no longer provokes attacks of opportunity when making a ranged attack with his crossbow. When making other ranged attacks, such as throwing a dagger, a dwarven crossbowyer provokes as normal.

This ability replaces safe shot.

**Intimidating Shot (Ex):** At 13th level the dwarven crossbowyer can intimidate to demoralize any foe struck by a shot from his crossbow as a free action.

This ability replaces take aim.

**Meteor Shot (Ex):** At 19th level, as a standard action, a dwarven crossbowyer can make one attack with a crossbow at a –4 penalty. If the attack hits, it inflicts damage normally and the target is subject to a bull rush or a trip maneuver using the attack roll as the combat maneuver check. The dwarven crossbowyer must decide which maneuver to attempt before making his attack roll.

This ability replaces aim mastery.