

Hawkeye

Hawkeyes are masters of ranged combat. They can avoid enemies that attempt to close, put arrows or bolts through multiple foes, and even unleash explosive shots to devastating effect.

The hawkeye is an archetype of the archer class.

Stamina Pool (Ex): At 1st level, the hawkeye gains a reservoir of stamina that he can draw upon to fuel his talents that he gains below. This stamina pool has a number of points equal to 5 x his Constitution modifier (minimum 1) and this pool increases by 5 + his Constitution modifier per level thereafter. The pool refreshes once per day when the hawkeye rests for a full 8 hours. Sustained modes take up a static amount of stamina points from the hawkeye's current and maximum stamina pool and most sustained modes stack. If the character has a stamina pool from another class, he then only increases his stamina pool by 5 + his Constitution modifier per level instead.

Some talents are activated as a sustained mode. When activated, these talents both consume stamina and reduce the user's maximum stamina by the listed amount. While active, they provide their listed bonuses until the user deactivates them as a free action, falls unconscious, or dies, at which point the reduction to the user's maximum stamina is removed. Multiple sustained mode talents may be used at the same time as long as the user has enough stamina, though some talents may specify others that they cannot be used with.

By spending 5 stamina points, the hawkeye can do one of the following:

- Increase his speed by 10 feet for 1 round, or
- Delay and suppress his fatigue or exhaustion for 1 round, or
- Increase one saving throw by +1 for 1 round.

Each of these powers is activated as a swift action.

This ability replaces archery training.

Talent Trees (Su): The hawkeye gets access to the archery and sniper talent trees from below. At 1st level and every two levels thereafter, the hawkeye may choose to learn one talent from below. The hawkeye may pick up Extra Archery Talent feats to select these talents. **Weapon Requirement:** Any bows or crossbows.

Archery Specialization Talent Tree

- **Pinning Shot:** At a cost of 5 stamina points, as a standard action, the hawkeye can pinned down an enemy from range. The hawkeye makes a ranged attack roll, if successful, the target takes damage as normal and must make a Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) or be immobilized for 1d4 rounds.
- **Crippling Shot:** At a cost of 10 stamina points, as a standard action, the hawkeye can disable an enemy from range. The hawkeye makes a ranged attack roll, if successful, the target takes damage as normal and must make a Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) or be disabled for 1d3 rounds. *Prerequisite:* Pinning Shot
- **Critical Shot:** At a cost of 15 stamina points, as a standard action, the hawkeye can hit a vital spot on an enemy from range. The hawkeye makes a ranged attack roll, if successful, the target takes critical hit damage as if a successful critical hit. *Prerequisites:* Pinning Shot, Crippling Shot
- **Debilitating Critical Shot:** At a cost of 20 stamina points, as a standard action, the hawkeye can hit a vital spot on an enemy from range. The hawkeye makes a ranged attack roll, if successful, the target takes critical hit damage as if a successful critical hit. The hawkeye may also inflict the immobilized or disabled status for 1 round, the target may make a Fortitude save (DC 10 + half of the archer's level +

his Dexterity modifier) to resist the status effect. *Prerequisites:* Pinning Shot, Crippling Shot, Critical Shot.

- **Melee Archer:** As a swift action, the hawkeye may activate this talent as a sustained mode. The hawkeye no longer provokes attacks of opportunity from making ranged attacks with a bow or crossbow. If the hawkeye possesses Safe Shot, he gains a +1 dodge bonus to AC versus melee attacks while wielding a bow or crossbow in this mode, this bonus increases by +1 for every three archer levels over 9th (max of +4 at level 18). This mode uses up 10 stamina points of the hawkeye's current and maximum stamina pool.
- **Rapid Fire Shot:** As a swift action, the hawkeye may activate this talent as a sustained mode. When the hawkeye makes a full attack with a bow or crossbow, he may make an additional attack for every attack he gets from his base attack bonus, at that base attack bonus value (if using a crossbow, he must still possess an ability that allows him to reload fast enough to gain the extra attacks.). He cannot make critical hits or precision-based attacks (such as precision shot), and Dexterity modifiers for damage are halved (rounded down). Rapid Fire Shot doesn't double extra attacks gain through *haste* or any other similar effects that grants additional attacks. Does not stack with Accuracy sustained mode. This mode uses up 20 stamina points of the hawkeye's current and maximum stamina pool. *Prerequisite:* Melee Archer
- **Accuracy:** As a swift action, the hawkeye may activate this talent as a sustained mode. The hawkeye gains a competence bonus to attack rolls and damage rolls with bows and crossbows equal to the hawkeye's Wisdom modifier. Does not stack with Rapid Fire Shot sustained mode. This mode uses up 15 stamina points of the hawkeye's current and maximum stamina pool. *Prerequisites:* Archer 6th Level, Melee Archer
- **Master Archer:** As long as the hawkeye has at least 1 stamina point in his stamina pool, when he makes a single ranged attack during a round, the critical hit range of his ranged weapons are increased by 2. This stacks with Improved Critical and similar abilities, but is calculated after all other modifiers. *Prerequisite:* Archer 8th Level.
- **Shattering Shot:** At a cost of 10 stamina points, as a standard action, the hawkeye can strike a vital point in a piece of equipment. The hawkeye makes a ranged attack with a -4 penalty, if successful, he deals damage to a piece of equipment, ignoring the hardness.
- **Scattershot:** At a cost of 10 stamina points, as a standard action, the hawkeye can strike a target from range and causing it to splinter into shards, hurting nearby foes. The hawkeye makes a ranged attack, if successful, he deals normal damage to the target and adjacent foes must make a Reflex save (DC 10 + half of the archer's level + his Dexterity modifier) or take the damage as well. The hawkeye may spend 25 stamina points to make the initial target take critical damage and increases the splash damage to 15-ft-radius. *Prerequisite:* Archer 6th Level.

Sniper Specialization Talent Tree

- **Death from Above:** As long as the hawkeye has at least 1 stamina point in his stamina pool, when making ranged attacks from higher ground, he deals an additional 1d6 points of damage.
- **First Blood:** As long as the hawkeye has at least 1 stamina point in his stamina pool, when making ranged attacks on undamaged targets, he deals an additional 1d6 points of damage.
- **Bleeding Shot:** At a cost of 5 stamina points, when hitting an undamaged target, the hawkeye inflicts 1d6 points of bleed damage for 1d4+1 rounds, the target may make a Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) to resist this effect. *Prerequisite:* First Blood
- **Strike the Vein:** At a cost of 15 stamina points, when hitting an undamaged target, the hawkeye inflicts 2d6 points of bleed damage until healed, the target may make a Fortitude save (DC 10 + half of the archer's level + his Dexterity modifier) to resist this effect. *Prerequisites:* First Blood, Bleeding Shot
- **Leaping Shot:** At a cost of 10 stamina points, as an immediate action, the hawkeye leaps away 15 feet which does not provoke attacks of opportunity, firing a shot at the target who attacked him. The hawkeye makes a single ranged attack, if successful, he deals half damage to the target.

- **Rolling Draw:** As long as the hawkeye has at least 1 stamina point in his stamina pool, he may choose to replace any attack from any targeted talent to instead by a ranged trip combat maneuver, using his Dexterity modifier instead of Strength. *Prerequisite:* Archer 10th Level.
- **Explosive Shot:** At a cost of 20 stamina points, as a standard action, the hawkeye fires an explosive arrow at a target area. All creatures within a 20-ft.-radius take 1d6 points of fire damage per two archer levels and can make a Reflex save (DC 10 + half of the archer's level + his Dexterity modifier) to take half damage.
- **Shockwave:** Explosive Shot now causes all creatures in the area of effect to be knock back 10 feet, and if they fail the Reflex save, they are also knocked prone. *Prerequisite:* Explosive Shot
- **Strafing Shots:** As long as the hawkeye has at least 1 stamina point in his stamina pool, as a free action, he may activate this talent as a sustained mode. The hawkeye may move twice his speed as a move action, however he can only make a single ranged attack as a standard action. This mode uses up 5 stamina points of the hawkeye's current and maximum stamina pool.

These abilities replace aim, take aim, and called shot.