

Heaven Piercer

This archer forgoes, what he considers, the inefficient and clumsy ways of his peers who fire many arrows in favor of a singular devastating shot.

The heaven piercer is an archetype of the archer class.

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

At 5th, 10th, 15th, and 20th levels, the bonuses on ranged weapon attack rolls, damage rolls, and skill checks against an aimed target increase by 1.

In addition, starting at 5th level, the heaven piercer may hold his shot against his Heart Piercer target as a standard action. When the heaven piercer chooses to hold his shot, the bonuses are doubled, and his attack gains an extra 1d6 points of damage. The heaven piercer may only hold his shot once per day at 5th level. Firing a held shot is a standard action. In addition, the heaven piercer bypasses the Deflect Arrows and Cut from the Air feats as well as similar feats/abilities that would negate a ranged attack.

At 12th level the bonuses when holding the shot are instead multiplied by four and add an extra 2d6 points of damage. In addition, the heaven piercer may hold his shot an additional time per day.

At 17th level the bonuses when holding the shot are instead multiplied by six and the shot ignores any damage reduction the target has. In addition, the heaven piercer may hold his shot an additional time per day.

While holding his shot, the heaven piercer may not move from the square he started his aim from.

This ability replaces aim but counts as that class feature for requirements and prerequisites.

Arrow Artillery (Ex): At 2nd level, the heaven piercer may choose to add extra damage to his attacks based on range with bows or crossbows. For every 10 feet past 30 feet, the heaven piercer takes a -1 to hit, but gains +1 to damage to a maximum of his archer level or first range increment (whichever is lowest, 18th level and 120 ft. range would be a max of +9). This extra damage is not multiplied on a critical hit.

At 8th level, the heaven piercer may add Called Shot bonuses to these shots no matter the range.

At 14th level, the damage bonus is increased to +2.

This ability replaces quick shot and volley.