

Yabbleshammy Archer

While the hypello are capable on land and water, some aspire to hone their talents with animals and archery. Using the mobility of a mount, and training in steady precision, the art and sport of Yabusame thrives. They are allowed to focus on their targets, while their trusted mount keeps them mobile and at a distance.

The yabbleshammy archer is an archetype of the archer class, available only to hypello archers.

Mounted Archery (Ex): The yabbleshammy archer gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a beastmaster's [animal companion](#), using the archer's level as his effective beastmaster level. The creature must be one that he is capable of riding and must be suitable as a mount. A medium yabbleshammy archer can select a gray chocobo or a horse. A small yabbleshammy archer can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. (The GM might approve other animals as suitable mounts.) In addition, the yabbleshammy archer can make a ranged attack while mounted and the mount moves at least 10 feet. At 11th level, he can make a full attack instead.

A yabbleshammy archer does not take an armor check penalty on Ride checks while riding this mount. The mount is always considered combat trained, and begins play with [Light Armor Proficiency](#) as a bonus feat. A yabbleshammy archer's mount does not gain the share saves special ability. Should a yabbleshammy archer's mount die, he can find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the yabbleshammy archer gains a level. A yabbleshammy archer does not take an armor check penalty on Ride checks while riding his mount.

This ability replaces aim.

Archery Style (Ex): The yabbleshammy archery may include [Mounted Combat](#) in the list of feats he can acquire, even if he does not meet the prerequisites.

This ability modifies archery style.

Warding Gait (Ex): At 2nd level, a yabbleshammy archer gains as [Mounted Archery](#) a bonus feat.

This ability replaces hawkeye.

Yabusame's Art (Ex): At 13th level, as a full-round action, the yabbleshammy archer may target any three squares adjacent to each other within his first range increment, dealing maximum weapon damage to any creature(s) in effected squares, with a Reflex save (DC 10 + half of the archer's level + his Dexterity modifier) for half damage. If a creature occupies multiple of the target squares, it must make a save for each square it occupies.

This ability replaces take aim.

Yabusame Mastery (Ex): At 19th level, the yabbleshammy archer can perform the Yabusame's Art as a standard action, can target up to five adjacent squares, and if a creature fails their save, they are considered to be Pinned.

This ability replaces aim mastery.