

Yumi Sniper

The art of the bow is as widely practiced as that of the blade among samurai, leading many to focus upon it. Yumi snipers practice their craft with these weapons, attacking from afar and harrowing opponents as they see fit.

The yumi sniper is an archetype of the samurai class.

Limited Prowess: A yumi sniper's base attack bonus decreases by one step (from FULL BAB to 3/4 BAB). Also decreases yumi sniper's hit dice from d10 to d8.

Weapon Proficiencies: A yumi sniper is proficient with all simple weapons and all non-exotic bows and crossbows.

This ability alters the samurai's weapon proficiencies.

Expanded Skill (Ex): The yumi sniper has trained herself in the use of bows and crossbows to complement her unique fighting style. A yumi sniper may use a bow or crossbow for any class feature that requires the use of any melee eastern weapon.

Archer's Technique (Ex): At 1st level, the yumi sniper can use a bow or crossbow in place of a katana, nodachi or wakizashi to perform weaponskills. When a weaponskill is used in this way, the yumi sniper makes a ranged attack as normal, treating the square the arrow or bolt hits as the "samurai" as the origin point.

This ability replaces forces of sen and modifies weaponskills.

Ranged Acumen (Ex): At 2nd level, a yumi sniper gains Precise Shot as a bonus feat even if she does not meet the prerequisites and is treated as though she had the Point-Blank Shot feat for the purpose of meeting the prerequisites of feats. If she already has Precise Shot, she can pick another combat feat in which she meets the prerequisites for.

This ability replaces action without thought.

Archery Talents (Ex): As a yumi sniper gains experience, she learns a number of talents that aid her archery skills. Starting at 2nd level, a yumi sniper gains one archery talent or bushido art. She gains an additional archery talent or bushido art for every two levels of samurai attained after 2nd level. A yumi sniper must meet the prerequisite of the talent selected and unless specified otherwise, each talent can only be selected once. The yumi sniper counts her levels in samurai as her archer level in meeting the prerequisites of archery talents.

A complete list of archery talents can be found here: [Archery Talents](#)

This ability may replace bushido arts.

Agile Archer (Ex): Starting at 3rd level, a yumi sniper adds her Dexterity modifier to the damage roll while using a bow or crossbow. If an effect or item would allow a yumi sniper to use her Strength for ranged weapon damage rolls, she instead uses Dexterity, but it doesn't stack.

This ability replaces armor training.

Split Shot (Ex): At 6th level, a yumi sniper gains the Rapid Shot feat. If she already possesses it, she instead gains a combat feat of her choice.

This ability replaces meditate.