

17 ARCHER FEATS

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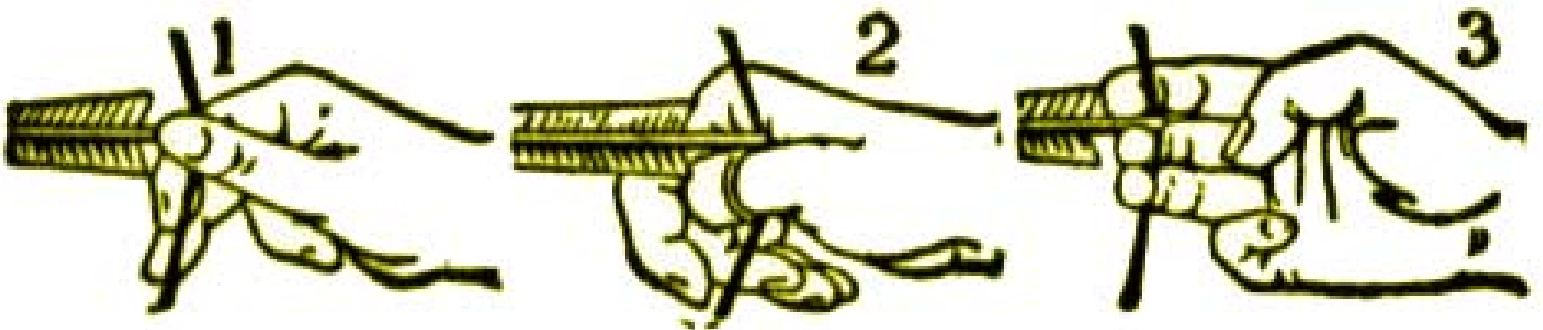
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17 Archer Feats



Aim For the Clouds [General]

You are able to disrupt a spellcaster with a well placed shot.

Prerequisites: Base Attack Bonus 1+, Initiative 2+

Benefit: Once per encounter, you may use one iterative attack to fire an arrow up into the air and cause it to strike an enemy spellcaster as they are finishing their incantation in the same round. This is a standard ranged attack; a successful attack this way causes no damage, but forces the target to make a successful Concentration check (DC of 10 + half your level) or else they lose the spell they are trying to cast.

Special: A fighter may select Aim for the Clouds as one of his fighter bonus feats.

As You Know Your Enemy... [General]

By analyzing your opponent before attacking, you are able to find weaknesses and exploit them.

Prerequisites: Know Your Weapon..., Base Attack Bonus 6+

Benefit: As a full round action you may choose to target one opponent and study him for the entire round (you must do this for the entire round; no other actions may be performed in this round). Beginning the next round, you gain a +3 Circumstance bonus to your attack

rolls against that opponent for the rest of the encounter.

Special: A fighter may select ...As You Know Your Enemy as one of his fighter bonus feats. This Feat does not stack with Know Your Weapon...

Bane of My Enemy [General]

You are able to meditate and transfer a portion of your soul into your attacks to gain an advantage against your favored enemies.

Prerequisites: Favored Enemy, Base Attack Bonus 11+

Benefit: Once per day as a swift action, you may take 2d4 points of damage upon yourself in order to give your weapon the *Bane* quality against your favored enemies for one round. Attacking a non-favored enemy does not grant the *Bane* quality. The damage you take upon yourself this way is supernatural in nature, and cannot be restored by any means until 24 hours has passed.

Bane: A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

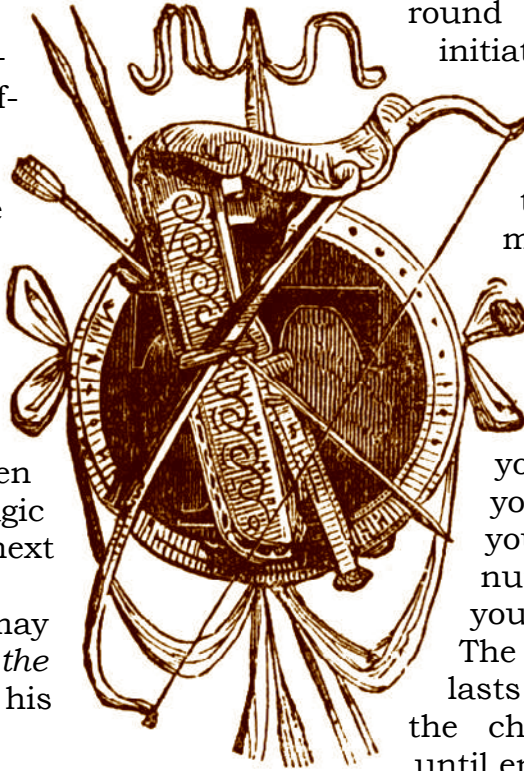
Blood of the Ancients [General]

Your elven bloodline allows you to imbue your weapon with magic, but at the cost of your life.

Prerequisites: Base Attack Bonus 1+ Toughness, Elf or Half-Elf

Benefit: Once per day you may meditate with a weapon and take 1d4 points of damage that cannot be healed until the next sunrise. Your weapon then becomes imbued with elven magic, gaining a +1 magic bonus until the next sunrise.

Special: A fighter may select *Blood of the Ancients* as one of his fighter bonus feats.



attack, you insure that your next attack will hit true.

Prerequisites: Dex 13+

Benefit: At the beginning of any round of combat, before initiative is rolled, you may voluntarily take a 1, 2, or 3 point penalty to your Initiative, so that you can take more time to aim your attack. During your turn, when you use the attack action or the full attack action in ranged combat, you gain a bonus to your attack roll equal to your initiative loss. This number may not exceed your dexterity modifier. The change to attack rolls lasts until your next action; the change to Initiative is until end of the round.

Special: A fighter may select *Careful Aim* as one of his fighter bonus feats.

Born to the Bow [General]

You are born to handle a bow like a fish is born to swim in water.

Prerequisites: This feat must be taken at First Level

Benefit: You get a +1 bonus to all attack rolls with one bow from the following list: Short Bow, Long Bow, Hand Crossbow, Light Crossbow, Heavy Crossbow. (Short Bow and Long Bow also include the Composite versions). Furthermore, the skill *Craft: Bowyer* is now considered a class skill for you.

Special: This feat may only be taken at First Level

Craft Magic Arrows [Item Creation]

You are the master of creating magical arrows, so much so that it is far easier for you to craft than it is for others.

Prerequisites: Craft Magic Arms and Armor, Caster Level 6th

Benefit: Creation of Magic arrows is easier for you than it is for most. It only requires 75% of the normal XP and GP costs to create (this is 75% of the standard cost to *create*, not 75% of the cost to *buy*). You also do not require masterwork arrows for the enchantment process, but such

Careful Aim [General]

By taking extra time to aim your

arrows can not be of poor quality.

Special: A ranger of 6th level (or higher), who has previously chosen the *archery combat style*, may select this feat, even if he does not meet the normal requirements.

Distraction Shot [General]

By distracting your opponent, you can get an easier target to shoot at.

Prerequisites: Dex 15+, Point Blank Shot, Far Shot, Base Attack Bonus 6+

Benefit: You must declare that you are using this feat before you make your attack roll (thus a failed attack ruins the attempt). By using the first of your iterative attacks as a distracting shot (doing no damage), you may add a +5 bonus to your attack roll and +3 bonus to your damage as a bonus for your second iterative attack against one target,



the target will also be considered flatfooted in relation to your second iterative attack. Your first attack must succeed to gain these bonuses. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be targeted by this feat. This Feat may only be used once per target per combat.

Special: A fighter may select *Distraction Shot* as one of his fighter bonus feats.

Grace Under Fire [General]

Your extraordinary agility allows you to focus your attacks for greater damage.

Prerequisites: Base Attack Bonus 6+, Weapon Finesse, Dex 16+

Benefit: By taking a 1/2 dexterity bonus penalty to your next attack, you gain a dexterity bonus to your damage by the same amount. This must be specified before each attack that it is being used with.

Special: A fighter may select *Grace Under Fire* as one of his fighter bonus feats.

Instill Arrow [General]

You are able to focus your magical energy to instill your arrows with magical power

Prerequisites: Ability to cast 1st-level arcane spells or divine spells

Benefit: Once per round when you make a ranged attack, you may “lose” one known spell of 1st level or higher to imbue your arrow to make it magical, give it a +1 enhancement bonus, and increase the attack’s critical threat 1. For each spell level higher than 1st that you “lose” this way, the enhancement bonus

increases by 1, but not the critical threat. (Example: you may “lose” a 3rd level spell to give the arrow a +3 enhancement bonus, and +1 to the critical threat).

Know Your Weapon... [General]

By analyzing your opponent before attacking, you are able to find weaknesses and exploit them.

Prerequisites: Base Attack Bonus 2+, Weapon Focus (longbow) or Weapon Focus (shortbow)

Benefit: As a full round action you may choose to target one opponent and study him for the entire round (you must do this for the entire round; no other actions may be performed in this round). During your next round, you gain a +2 Circumstance bonus to your attack rolls against that target, and one extra attack at your highest attack bonus against that target.

Special: A fighter may select *Know Your Weapon...* as one of his fighter bonus feats.

Master Bowyer [General]

Years of hard work has finally paid off, as you become a master at

creating bows.

Prerequisites: Craft: Bowyer 4+

Benefit: You get a +3 Bonus to your *Craft: Bowyer* skill.

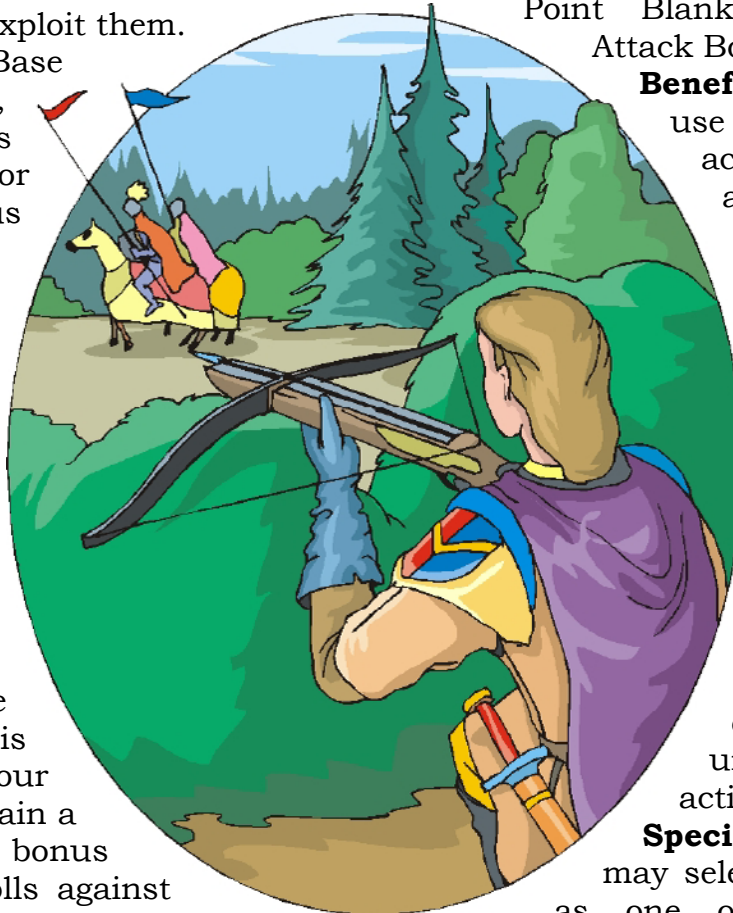
Power Shot [General]

You can focus your energies into dealing extra damage, but at the cost of accuracy.

Prerequisites: Str 13+, Dex 13+, Point Blank Shot, Base Attack Bonus 2+

Benefit: When you use the attack action or the full attack action in ranged combat, you can take a –3 penalty to your attack roll and add a +1d6 bonus to your damage roll. The changes to attack rolls and damage last until your next action.

Special: A fighter may select *Power Shot* as one of his fighter bonus feats.



Ring the Bell [General]

By carefully choosing where you fire your arrow, you can throw your opponent off balance, lowering his combat effectiveness.

Prerequisites: Dex 15+, Int 13+, Precise Shot, Base Attack Bonus 6+

Benefit: You must declare that you

are using this feat before you make your attack roll (thus a failed attack ruins the attempt). After a successful attack with *Ring the Bell*, the opponent must attempt a Fortitude save (DC 10 + 1/2 Your Character Level + Your Dex Bonus). A defender who fails this saving throw takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. The defender may attempt a new Fortitude save to end these effects at the end of each round (starting with the next). Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be shaken. *Ring the Bell* can only be used once per round, and the effects do not stack if you use it against the same target multiple times. (The effect of this feat is similar to the *shaken* quality without being a fear effect.)

Special: A fighter may select *Ring the Bell* as one of his fighter bonus feats.



Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. *Shaken* is a less severe state of fear than *frightened* or *panicked*.

Skill of the Master [General]

Your knowledge of your favored enemies has grown over the years. You are able to pinpoint your attacks for maximum effectiveness.

Prerequisites: Favored Enemy, Base Attack Bonus 6+, Point Blank Shot, Precise Shot

Benefit: As a standard action, you may use *Skill of the Master* to make one special attack against a favored enemy, adding your Wisdom or Intelligence bonus to your attack roll (whichever is higher). If your attack is successful, the enemy must make a successful Will save (DC 10 + half your level + your Charisma modifier) or else it becomes *Frightened* for 1d4 rounds. You may not use this ability on the same creature more than once per day.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. *Frightened* is like *shaken*, except that the creature must flee if possible. *Panicked* is a more extreme state of fear.

Stunning Shot [Epic]

Prerequisites: Base Attack Bonus 21+, Point Blank Shot, Precise Shot

Benefit: Once per day you may use

Stunning Shot as a full round action to make a single ranged attack, with a -5 penalty to your attack roll. If your attack hits the target, it must make a successful Fortitude save (DC 10 + half your level + the damage done) or else it becomes *stunned* for 1d6 rounds. On a critical hit with this attack, the DC increases by 5.

Stunned: A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Trick Shot [General]

By using the environment to bank your shots, you are able to hit targets that normally cannot be hit.

Prerequisites: Base Attack Bonus 11+, Point Blank Shot, Precise Shot, Far Shot

Benefit: As a full round action you may make a single attack roll against an opponent that is protected by any amount of cover. You take a -1d4 penalty to your attack roll for this attack, but all other cover penalties are ignored (roll 1d6 and subtract it from your attack roll each time you use this feat).

Normal: Cover can Negate or Penalize shots made.

Special: A fighter may select *Trick Shot* as one of his fighter bonus feats.

Until You See the Whites of Their Eyes [General]

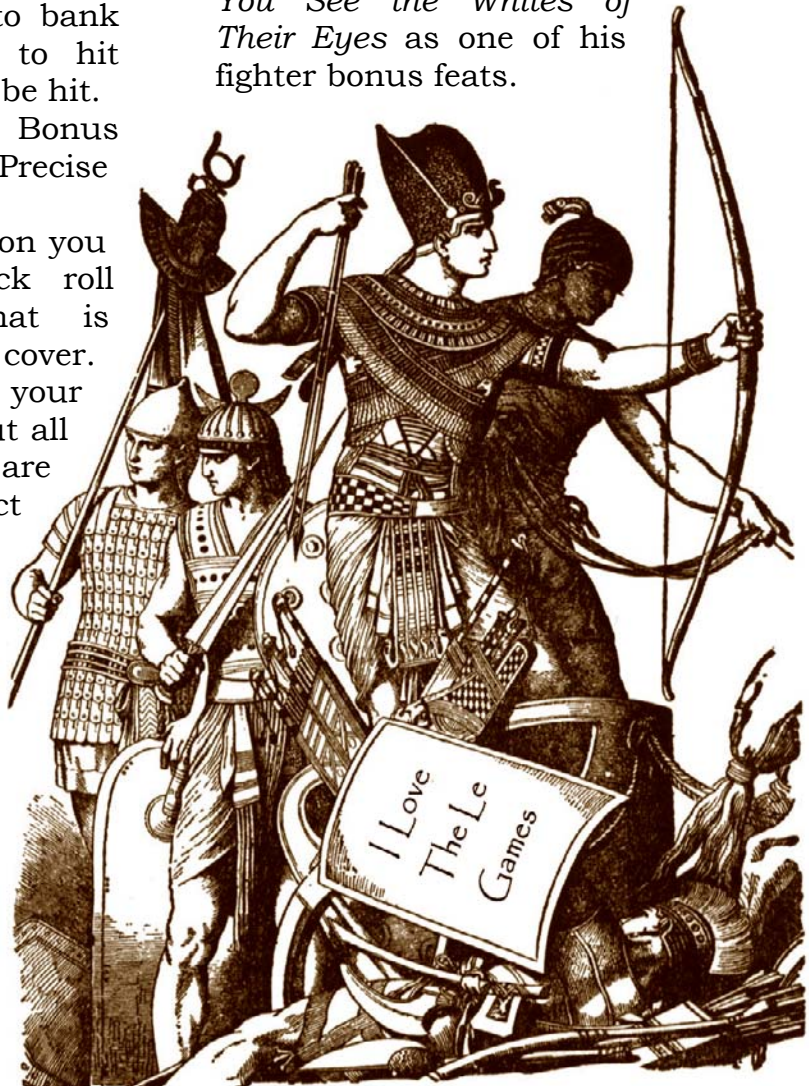
You are able to make ranged attack while in melee combat without exposing yourself to attack.

Prerequisites: Base Attack Bonus 6+, Point Blank Shot, Precise Shot

Benefit: As a full round action you may take a single shot at your highest attack bonus while in Melee Combat without provoking an attack of opportunity.

Normal: Ranged Weapons used in Melee combat provoke attacks of opportunity.

Special: A fighter may select *Until You See the Whites of Their Eyes* as one of his fighter bonus feats.



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