

The Genius Guide to: ARCHER ARCHETYPES



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The archer is a figure of heroic legend and romance—often coming from the ranks of commoners. In eras when the battlefield was dominated by heavily armored knights, archers represented the idea that skill and determination can level the playing field, both in warfare and conflicts between the social classes.

Robin Hood and his merry men are the classic icons of the heroic archer, but they are far from the only examples of that archetype. Historic examples of archer warriors range from the horse archers of Attila the Hun to the English and Welsh longbowmen at the battle of Agincourt. And when an archer's talent is great enough, the facts of his life often become overshadowed by legends and mythology, as is the case with China's Zhou Tong and Norway's Einar Tambaraskjelve. Ancient gods such as Artemis and Apollo were famed for their skill with bows, as were the heroes Arash, Hercules, Houyi, Orion, and Ulysses. Plus, if we broaden our definitions a bit to accept any hero using ranged weapons, William Tell's shooting an apple off his son's head and David slaying Goliath further expand the ranks of heroic archers.

Such heroics are difficult to achieve using the *Pathfinder Roleplaying Game*, and with good reason. The rules are designed to provide broad, flexible, balanced characters for players to take through adventures and, as history shows, skilled archers very much tip the balance in almost any combat in which they participate. But with the addition of archetype packages—a new character creation option—and a few new ranged weapon combat feats, it is possible to heighten the role heroic archers can play in your campaign without making them the overwhelming force they were on the battlefields of our ancient world.

USING ARCHER ARCHETYPES

To make it easier for players to make characters representing one of the common archer tropes from myth and legend, this product present five new archer archetype packages (archer alchemist, sharpshooter, spellbow, tempest, and zen archer). Any player that wishes to can add a strong mythic archer element to his or her character.

To apply an archer archetype to a character, simply replace one of the archetype packages from the character's base class with one of these new packages. In other words, the character gains these new abilities by foregoing access to some of its class's traditional abilities.

WHAT IS AN ARCHETYPE PACKAGE?

Before we get to the detailing the new archetype packages we need to answer a couple of pretty basic questions: "What *is* an archetype package? And why does this book claim classes already have them when there's no such thing mentioned in the core rules?"

All classes are built to fulfill a mechanical role in the game—fighters, for example, are supposed to get close to opponents and engage them in melee combat so they can't focus on other members of the party. While players can always take a character concept in a different direction, the mechanical role of a character class is what the rules most strongly support that character doing as part of a group of adventurers. An archetype package is a collection of additional abilities that a class can perform in addition to those it needs to fulfill its mechanical role.

This book was written with the assumption that every class has at least one archetype package built into it which represents a standard set of

powers all members of that class receive (see below for details). It is designed around the premise that it's possible to remove some of the standard abilities of a class and replace them with new options that, while different from what the core rulebook says, have no detrimental effect on the class's ability to fulfill its basic mechanical role.

An obvious example of an existing archetype package can be seen in the cleric, who gets to pick two domains. These are in addition to the cleric's core abilities (and clerics have a broad range of options even without domains). Over 20 levels these domains give the cleric access to nine spell slots, eighteen spells known, four special abilities, and in some cases up to two additional class skills or bonus feats. Even if a player neglected to ever select those domains, the character would be able to perform the cleric's core function and maintain the same role in a well-built team.

In the context of this product, the cleric's two domains represent a single archetype package—the Domain Servant. That package becomes just one option a cleric can take, with the five new archetypes presented here representing other options. A player who wants to play a cleric who is a heroic archer (perhaps as a priest serving a deity of hunting) gives up the Domain Servant archetype package and selects one of the new archer archetypes presented in this volume instead.

EXISTING ARCHETYPE PACKAGES

Below we define the archetype packages available to the heroic base classes presented in the *Pathfinder Roleplaying Game Core Rulebook*. These are the class-related abilities a character can forego in order to gain access to one of archer archetypes. See the "Acquiring Archetypes" section below for advice on how best to add them to a campaign.

Not all of the archetype packages are as obvious as clerical domains, but in every case the archetype packages affect the character throughout his career, but removing them doesn't alter the class's mechanical role. (The bard was the closest we came to finding an exception to our premise. It is a class that can fill several mechanical roles, and taking away any of its archetype packages eliminated its ability to perform one or more of them. In the end we determined that the bard's mechanical role is to be a highly flexible character with a strong set of skills, and giving up either the Spellsinger or Performer archetype package does not negate his ability to fulfill that role.)

BARBARIAN

The barbarian has one archetype package: Berserker.

Berserker: The Berserker archetype includes a barbarian's rage class ability and all rage powers, including greater rage, indomitable will, tireless rage, and mighty rage. A barbarian that gives up this package never receives any of these abilities.

BARD

The bard has two archetype packages: Performer and Spellsinger.

Performer: The Performer archetype grants a bard all the bardic performance class abilities plus the versatile performance and well-versed class abilities. A bard that gives up this package never receives any of these abilities.

Spellsinger: The Spellsinger archetype grants a bard all his spellcasting ability. A

bard that gives up this package gains no caster level, has no spells known or spells/day, and has no access to the bardic spell list.

CLERIC

The cleric has one archetype package: Domain Servant.

Domain Servant: The Domain Servant archetype grants a cleric two domains, and one spell slot/level for domain spells. A cleric that gives up this package does not

receive one additional spell slot per spell level for domain spells, and gives up all domain granted powers and domain spells.

DRUID

The druid has one archetype package: Beastlord.

Beastlord: The Beastlord archetype grants the druid the spontaneous casting, wild empathy, and wildshape class abilities (including all improvements to wildshape). A druid that gives up this archetype never receives any of these abilities.

FIGHTER

The fighter has one archetype package: Battle Master.

Battle Master: The Battle Master archetype grants a fighter the bonus feats gained at 1st, 6th, 12th and 18th level, bravery, and weapon training. Additionally, without this archetype package the character can *not* take feats that require levels in the fighter class (such as Weapon Specialization).

MONK

The monk has one archetype package: Ki Master.

Ki Master: The Ki Master archetype grants a monk the flurry of blows, bonus feat gained at 2nd level, ki pool,



wholeness of body, abundant step, and empty body class abilities. A monk that gives up this package never receives any of these abilities, has no ki pool, and cannot spend ki points as part of the high jump ability.

PALADIN

The paladin has two archetype packages: Avenger and Divine Guardian.

Avenger: The Avenger archetype grants a paladin the smite evil, lay on hands, mercy, channel positive energy, and divine bond class abilities. A paladin that gives up this package never receives any of these abilities.

Divine Guardian: The Divine Guardian archetype grants a paladin the detect evil and aura of courage class abilities, plus all of the paladin's spellcasting ability. A paladin that gives up this package never receives any of those abilities, gains no caster level, has no spells/day, and has no access to the paladin spell list.

RANGER

The ranger has two archetype packages: Scout and Woodland Spellcaster.

Scout: The Scout archetype grants a ranger the favored enemy, combat style feat, favored terrain, and hunter's bond class abilities. A ranger that gives up this package never receives any of these abilities.

Woodland Spellcaster: The Woodlander Spellcaster archetype grants a ranger Spellcraft as a class skill, 2 of the ranger's 6 skill points per level, the ranger's wild empathy ability, and all the ranger's spellcasting ability. A ranger that gives up this package never receives any of those abilities, gets only 4 skill points (plus

Int bonus) per level, gains no caster level, has no spells/day, and has no access to the paladin spell list.

ROGUE

The rogue has one archetype package: Sneak.

Sneak: The Sneak archetype grants a rogue the sneak attack dice gained at 1st, 5th, 9th, 13th, and 17th levels, as well as the trap sense class ability. A rogue that gives up this package still receives sneak attack dice at 3rd, 7th, 11th, 15th and 19th levels, but never receives the trap sense abilities.

SORCERER

The sorcerer has one archetype package: Heritage.

Heritage: The Heritage archetype grants a sorcerer one bloodline—including the bloodline class skill, bonus spells, bonus feats, bloodline arcane, and bloodline powers. A sorcerer that gives up this package never receives any of these abilities or bonus items.

WIZARD

The wizard has one archetype package: Arcane Master

Arcane Master: The Arcane Master archetype grants a wizard the arcane bond and arcane school class abilities. The wizard does not choose a school (not even the universalist school) to specialize in, and never gains any of the abilities granted for specializing in a school. The wizard also does not need to choose two opposing schools.

ACQUIRING ARCHETYPES

The simplest way to use new archetypes is to require them to be selected during character creation. This is limiting, but no more so than any of the existing basic options for character. A cleric, after all, doesn't have any way to change domains, so why allow one to pick a new archetype package?

However, whenever new options are added to a campaign, it's a good idea to consider ways to allow existing characters to gain access to them. In this case, that would mean letting characters swap out some of their long-time abilities in favor of this new package.

If you consider archetypes as being similar to occupations, it's easy to justify learning new ones occasionally. As an optional rule, you may allow characters to change one archetype package whenever they gain an even-numbered class level. The GM may require a character to have a source of instruction in order to do this—a character with the desired archetype to act as teacher, a manual of instruction, or even divine inspiration. Upon taking a new archetype package, all abilities, feats, and skill points associated with the old archetype package are lost. (The skill points can be taken from whatever skills the player prefers when an old archetype is abandoned, and may add them in any configuration that falls within the standard rules for skill points when they are gained from a new package.)

While a character losing old abilities and skills he or she once possessed may seem unrealistic, there's no other balanced option.

For magic powers it's no great stretch to say that whatever energy was once used to fuel them is now channeled into the new abilities. As for feats and skills, they can be explained as things that require constant practice. They may not be technically "lost" when the character begins studying new areas of expertise, but the character becomes unable to perform them sufficiently well and so they cannot be used anymore.

These answers may not cover every situation, but for most campaigns they should suffice to explain why a character suddenly has different abilities. (If the campaign, GM, or players do not find these answers suffice, this optional rule should probably not be used and archetype packages should be something that must be taken during character creation or the when a character first uses the multiclassing rules to take a level in a new base class.)

CAN I SWAP BASE CLASS ARCHETYPE PACKAGES?

As soon as you introduce the idea of archetype packages to a campaign, players will inevitably want to know if they can swap out one of a class's archetype packages for an archetype package from another base class. For example, a character wishing to make a Nordic skald might ask if she could make a barbarian who lacked the Berserker package, but received the bard's Performer package.

The answer, of course, is a definitive "maybe." Allowing characters to swap their base class's archetype packages for those of

another base class is a great way to have ready-made customized classes, but it's also fraught with peril. There are three main reasons why a GM might want to disallow this kind of archetype package exchange.

First, it can very quickly create overlap among PCs, which may lead to some players feeling their character's "niche" has been violated. The skald sounds reasonable, but it means anyone playing an out-of-the-book version of either a barbarian or a bard now has some of their class abilities duplicated by the skald character. If a player decided to play a ranger with neither the Scout nor Woodlands Spellcaster archetype packages, and instead takes the bard Performer and rogue Sneak archetypes, that one character now potentially overlaps abilities with three classes.

Second, while we've designed the archer archetype packages to be balanced when compared to each other, the same is not true about the archetype packages for the base classes. We've tried to balance the archetype packages detailed above, but that balance is both approximate and limited. The core rulebook base classes weren't designed for this kind of hair-splitting, so there's no way for us to achieve total parity between their archetype packages. The new archer archetype packages were designed to be added to any class that meets their prerequisites without causing balance issues. But if characters mix and match the base class archetype packages, there is the very real potential for creating characters with overpowering combinations of abilities.

Lastly, it can create a group of characters that don't mesh well as a team. Of course this is also true of any new class or ability (if a group already has three fighters, it's better for a new character to be a cleric or wizard than a barbarian). But allowing characters to swap base class archetypes makes it much easier for characters to overlap, and more likely to miss options usually available to a mix of characters.

If a GM does decide to allow characters to swap base class archetype packages, they should be evaluated on a case-by-case basis. Below are some rules to help keep characters balanced and playable.

- Don't allow any class to gain spellcasting ability from an archetype package from a class with a lower base attack bonus. It's not particularly unbalanced for a barbarian to pick up the



ranger's Woodland Spellcaster archetype (in fact it's a cool way to make a primitive shaman), but it would be a mistake to allow a barbarian access to a sorcerous bloodline or cleric domains. The reverse is not true. If a sorcerer wants to pick up the Berserker archetype package in place of the Heritage package, that won't unbalance a game (though it's not doing the sorcerer any favors, either).

- Don't allow a character to use base class archetype package swapping to end up with access to two separate spell lists. Allowing a cleric to swap out Domain Servant for the bard's Performer is okay, but don't let the cleric take the Spellsong archetype package. For that matter, a cleric shouldn't gain access to the paladin Divine Guardian, ranger Woodland Spellcaster, or the sorcerer Heritage archetype packages. Spellcasters are balanced by a lot of factors, including what spells aren't available to them, and playing with that balance often leads to overpowered, overly-flexible characters.

- Require any character that picks up an archetype package from another base class to follow all the restrictions of that second class. A player wanting to play a Holy Choirmaster by building a bard that swaps the Spellsong package for the paladin's Divine Guardian package is fine, but the character should be required to be lawful good, follow the paladin's code of conduct, and be limited to the same kinds of associates. If the player had instead built a bard who gave up the Performer package in return for the druid's Beastlord, the bard should be of neutral alignment and prohibited from wearing metal armor.

- Carefully consider party balance before approving any requests to swap archetype packages. If one player is already playing a typical druid, you may not want to allow anyone else to add druid archetype packages to their characters. Of course this sort territoriality over a character's abilities varies based on the group's personality and play style, so this is more of a guideline than a rule. But be aware for the potential for players to be annoyed if special abilities from "their" core class are bolted on to another player's character.

ARCHER ARCHETYPES

Now that we know what an archetype package is and how to get one (and at what cost), we can present new archetype options for characters. While the archetypes often work best for a specific class or set of classes, they are all designed to be as generic as possible. While most can be taken as an archetype package by members of any class, the Spellbow may only be applied to characters who have spellcasting abilities.

Though these archetype packages are written in terms of arrows and bows, they should work equally well with crossbows, slings, and other ranged weapons. Specific abilities or whole archetype packages may be ruled not to be useable with some ranged weapons, at the GM's discretion.

ARCHER ALCHEMIST

The archer alchemist may not have the skill in shooting that other archer archetypes possess, but more than makes up for it with a keen cunning when developing his ammunition.

Alchemical Archer (Ex): You are considered proficient with the alchemical ammunition of any weapon with which you are proficient. (See "Extraordinary Ammunition" below for specific forms of alchemical ammunition).

Alchemical Shot (Ex): You know how to place alchemical arrows onto your target for maximum effect. When you use an alchemical arrow, the DC of saving throws a target is forced to make may be higher than usual. The DC is the higher of the item's normal save DC or $10 + 1/2$ your class level + your Dexterity modifier. If you have the Deadeye feat (see "New Feats" below), the DC is the higher of the target's normal save DC or $10 + 1/2$ your class level + your Intelligence modifier.



Craft Extraordinary Ammunition (Ex): The extraordinary ammunition used by an alchemical archer is not commonly available—very few artisans know how to manufacture it. Not only do you know the secret of such ammunition’s manufacture, you can craft it more quickly and easily than normally possible. This requires a DC 15 Craft check of the same skill used to make mundane ammunition of the same type. You must spend half the value of the ammunition to be made in materials. On a successful check, you can make up to 20 rounds of the same ammunition in a day. On a failed check you lose half the materials used in the attempt, and must wait a day to try again.

Bag of Tricks (Ex): At 8th level, you become a master of selecting just the right extraordinary ammunition to surprise your targets and gain a tactical advantage. As a standard action you may make a single ranged attack with a round of extraordinary ammunition. If your attack hits, your target must also make a Will save (DC 10 + 1/2 your class level + your Dexterity modifier) or be flat-footed until the beginning of its next turn. Once a creature has been successfully targeted of your bag of tricks ability, it cannot be affected by it again for 24 hours.

If you have the Deadeye feat (see “New Feats” below), the DC of this ability is 10 + 1/2 your class level + your Intelligence modifier.

EXTRAORDINARY AMMUNITION

All of the following extraordinary ammunition traits can be crafted into arrows, crossbow bolts, shuriken, and sling stones. Such ammunition is destroyed when used. A given item can only have one of these extraordinary traits added to it. Costs are provided as multiples of the ammunition’s normal cost. Extraordinary ammunition often has a different range increment, provided as a percentage of the base ammunition’s range increment. Thus, injector sling bullets cost 1gp per 10 bullets, and have a range increment of 25 feet.

A few of these ammunition forms deal less damage than normal ammunition for the same weapon. If ammunition lists a damage modifier of –1 die type, it has a damage die one size smaller than usual. Thus a Medium longbow alchemical arrow deals only 1d6 damage, rather than a normal arrow’s 1d8.

Javelins, light hammers, starknives, and throwing axes can also be made with these extraordinary ammunition traits, and are not destroyed when used but may need to have the ammunition reapplied before they can be used this way again (see the entries below for details). They otherwise conform to the rules for extraordinary ammunition. Extraordinary ammunition can be made masterwork or enchanted for the cost of adding such properties to normal ammunition.

Each of these forms of extraordinary ammunition is considered an exotic weapon. A character not proficient with such ammunition suffers the normal nonproficiency penalties to attack rolls made with it.

ALCHEMICAL

Cost: x10 + cost of alchemical item

Range modifier: 25%

Damage Modifier: –1 die type

This ammunition includes one dose of an alchemical weapon—acid, alchemist’s fire, holy water, smokestick, sunrod, tanglefoot bag, thunderstone, or tindertwig. (Other alchemical items may be available at the GM’s discretion). On a successful attack, the target takes the same effects as if struck by the alchemical item built into the ammunition. Thus, a thunderstone arrow forces targets within 10 feet to save or be deafened, while a smokestick bullet creates smoke in a cube around the target. For alchemical items that have areas, a ranged attack against an AC of 10 is required to place the alchemical effect in a specific unoccupied space.

A javelin, light hammer, starknife, or throwing axe with this trait is not destroyed when used, but it must have a new alchemical item reloaded into it (a full round action) after each use.

BOLA

Cost: x5

Range Modifier: 50%

Damage Modifier: None

Bola ammunition breaks into multiple weights connected by tough leather cord. It does no damage, but like a normal bola allows you to make trip attacks at range. Unlike a typical bola, you may also attempt disarm attacks at range.

A javelin, light hammer, starknife, or throwing axe with this trait is not destroyed when used, but it must be reassembled (a full round action) after each use.

CALTROP

Cost: x10 + 1gp

Range Modifier: 50%

Damage Modifier: None

This ammunition contains a compact set of collapsed, spring-loaded caltrops. On a successful attack against a target, one 5-foot square in that target's area is filled with caltrops. A ranged attack against an AC of 10 is required to place a square of caltrops in a specific unoccupied space.

A javelin, light hammer, starknife, or throwing axe with this trait is not destroyed when used, but it must have a new set of collapsed caltrops reloaded into it (a full round action) after each use.

GRAPPLING

Cost: x50

Range Modifier: 25% (minimum 10 feet)

Damage Modifier: None

Grappling ammunition can carry up to 50 feet of rope and anchor it to walls—it catches as if it was a grappling hook. It can also anchor itself to helpless foes and appropriate unattended objects. A foe that is not helpless may be targeted with grappling ammunition. If the attack roll exceeds both the target's AC and CMD, the ammunition anchors itself to the attacker by the trailing rope. If the attacker (or anyone else) is holding the other end of the rope, the target must beat the attacker in an opposed Strength check in order to move beyond the limits of the rope's range. If he does so, the attacker may either let go of the rope or be dragged behind the target as he moves.

A javelin, light hammer, starknife, or throwing axe with this trait is not destroyed when used, but it must be reassembled (a full round action) after each use.

INJECTOR

Cost: x10

Range Modifier: 50%

Damage Modifier: None

This ammunition can be filled with 1 does of a liquid (requiring 1 minute to fill), which is injected into the target on a successful attack. If the liquid is a magic potion or antitoxin, it affects the target as if he had drunk the potion. If it is a poison, the target suffers a -1 penalty to saving throws against the poison because it is injected directly into the bloodstream. Note that contact, ingested, and injury poisons may all be delivered by injector ammunition. While a character may still expose himself to a poison when loading it into injector ammunition, once it is loaded even a natural 1 on an attack roll does not expose the user to the poison.

A javelin, light hammer, starknife, or throwing axe with this trait is not destroyed when used, but it must have a new dose of liquid reloaded into it (a full round action) after each use.

SHARPSHOOTER

A sharpshooter's style is to take time with each ranged attack made, trading a hail of arrows for making fewer attacks, but imbuing each with devastating effectiveness.

Lethal Accuracy (Ex): You can aim a ranged attack with extreme accuracy if

you take a little extra time. As a full-round action, you may make a single ranged attack with a ranged weapon.

This single attack is +1 to its attack rolls and deals an additional 1d6 damage of the same type as the weapon used to make the attack. These bonuses increase to +2 attack/+2d6 damage at 5th level, +3/+3d6 at 10th level, +4/+4d6 at 15th, and +5/+5d6 at 20th level.

Bonus Feat: You gain a bonus feat at 2nd, 6th, 10th, 14th and 18th levels. The bonus feat must be a combat feat and it must relate to ranged attacks or ranged weapons.

Called Shot (Ex): At 8th level, your accuracy is so great you may aim for specific parts of a target. These called shots allow you to attempt to range the combat maneuvers bull rush (a shot to the eyes or feet), disarm (shot to the hand), sunder (shot to a weapon or item), or trip (shot to the legs or feet). You used your CMB for these attacks, and suffer penalties to your CMB equal to any range penalties you incur. A target of your ranged bull rush is driven back 5 feet +5 feet for every 5 by which your CMB check exceeds the target's CMD (unlike with a melee bull rush, you do not yourself move). Your target cannot attempt to disarm or trip you as a result of your ranged disarm or trip attacks.

You can also attempt to make a ranged grapple against a target with an attack that deals piercing damage, but only if the target is adjacent to an upright object of at least its size (including walls, trees, and terrain but not other creatures). If your CMB check succeeds, the creature is considered



grappled and cannot move from its square, as you staple part of it to a wall or similar area. You cannot make a ranged grapple check to damage, pin, or tie up a target. The target remains grappled until it makes a CMB check that exceeds your original CMB check to grapple it, or it breaks the ammunition grappling it or the item it is stapled to.

At the GM's discretion, a called shot may also allow you to make other normally impossible shots, such as splitting in half an arrow already in the bullseye of a target, or shooting a cord off the mast of a ship during a storm. Hitting an AC of 30 with a called shot is normally sufficient for this kind of showy accuracy.

SPELLBOW

The spellbowl doesn't use ranged weapons, she *is* a ranged weapon. While still dependent on ammunition for her attacks, the spellbowl propels her projectiles with mystic force rather than crude mechanical devices. Only characters who at 1st level are able to cast 1st level spells from a class spell list may take the spellbowl archetype package.

Spellbow (Su): You can make ranged attacks using sling bullets, arrows, or crossbow bolts without using a weapon. You simply draw out the desired ammunition and aim it at your target, then imbue it with magic flight. These function exactly as if fired from a mundane ranged weapon of the appropriate type except that you have no reload time (you may fire as quickly as your attacks/round allow). Most spellbows use this power with heavy crossbow bolts.

While your ranged attacks use your Dexterity modifier (as normal for ranged attacks), you also get to add your Intelligence, Wisdom, or Charisma modifier to the damage done with your spellbowl (whichever ability score you use to determine the save DCs of spells you cast). You do not also get to add your Strength to such attacks even if you use this ability with thrown weapons.

At 4th level, your spellbowl attacks function as if fired from a +1 magic weapon. This bonus increased by +1 at 8th level, and every 4 levels afterward (+3 at 12th, +4 at 16th, and so on). At 8th level, instead of increasing your magic enhancement bonus

by +1 you may choose a +1 ranged weapon special ability. From then on, all your spellbowl attacks function as if fired from a weapon with that special ability.

Beginning at 9th level you may periodically change what special weapon abilities your spellbowl attacks have. Each time you gain an odd-numbered level, you may change what special abilities you gain with your spellbowl attacks. You may choose any combination of abilities as long as the cost of effects never exceeds the bonus value of your spellbowl and you always keep at least a +1 enhancement bonus to attacks and damage.

TEMPEST

The tempest focuses on getting a lot of arrows into the air fast, eventually learning to create a cloud of missiles that block out the sun.

Rapid Shot: You gain Rapid Shot as a bonus feat at 1st level, even if you do not meet its prerequisites. At 8th level, your penalty to attacks when using Rapid Shot drops to -1. At 16th level, you do not suffer a penalty to attack rolls for using Rapid Shot.

Hail of Arrows (Ex): Once per round, as a standard action you can perform a full attack action with a ranged weapon. This allows you to make multiple attacks with your weapon without taking a full-round action. You may use this ability a number of times per day equal to 3 + your Dexterity bonus.

Bonus Feat: You gain a bonus feat at 6th, 10th, 14th and 18th levels. The bonus feat must be a combat feat and it must relate to ranged attacks or ranged weapons.

Hampering Fire (Ex): At 8th level you can attempt to impair a target with hampering fire ranged attacks. To do this, at the beginning of your round you must take a -2 penalty to all ranged attacks you make until the start of your next round. If you strike a Medium or smaller creature with two hampering fire ranged attacks in the same round, it is considered flanked until the beginning of its next turn. For each size category larger than Medium your target is, you must hit it with one additional hampering

fire ranged attack in the same round to gain this effect (three attacks in the same round for Large creatures, four for Huge creatures, and so on).

Covering Volley (Ex): At 12th level you can create such a massive hail of arrows that foes in an area must constantly be wary of being struck by your attacks. As a move action, you can expend 10 rounds of ammunition to lay down a cone of fire out to a distance of your ranged weapon's range increment. You threaten (with your ranged weapon) any square in this cone to which you have line of effect. If targets within the cone take actions that provoke attacks of opportunity, you may make an attack of opportunity with your ranged weapon. This counts against the total number of attacks of opportunity you may make in a round (most tempests take the Combat Reflexes feat for this reason).

ZEN ARCHER

The zen archer approaches ranged combat as a spiritual exercise, with meditation and faith as important as target practice and physical conditioning.

Perfect Form (Ex): As a zen archer you are trained to find the style of posture, aim, conditioning and timing that match your natural abilities perfectly. To represent this maximized form, rather than add your Dexterity modifier to ranged attack rolls add the modifier from your highest ability score. You also gain a bonus to ranged weapon damage equal to your highest ability modifier, to a maximum of half your class level.

Intuitive Aim (Ex): You do not need to see your foes to shoot at them. Whenever you suspect there is a target present you cannot sense, you may make a class level check (1d20 + class level) as a swift action against a DC of 10 + target's CR. On a successful check you know what square the nearest unseen foe is and may make ranged attacks against that target, though you still suffer a 50% miss chance for attacking an unseen target. You may reroll this miss chance once per attack, taking the better of the two results.

Countershot (Ex): At 4th level you can attempt to shoot the ranged attacks of your foes out of the air. You must have a ranged weapon loaded and prepared to fire. Once per round when a target you can see makes a ranged weapon attack, you may attempt to deflect it with an attack from your own weapon. You must be aware of the attack and not be flat-footed. You make a ranged attack (calculating range to either the shooter or his target, whichever is closer to you), and compare your attack total to the shooter's attack total. If your total is higher, you successfully deflect the attack. Attempting to deflect a ranged attack doesn't count as an action (not even an attack of opportunity). Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Blind Aim (Su): At 8th level you gain blindsense to a range of 30 feet, only for purposes of making ranged attacks. This increases to a range of 60 feet at 12th level, 90 feet at 16th level, and 120 feet at 20th level.



Improved Countershot (Su): At 16th level, you may attempt to use your countershot ability to deflect even massive ranged weapons and ranged attacks generated by natural attacks or spell effects. When deflecting massive ranged attacks, you suffer a –4 penalty to your attack roll to deflect. When deflecting natural attacks or spell effects that require ranged attacks, you suffer a –8 penalty.

NEW FEATS

The following feats are designed to expand the options for characters taking archer archetypes. Two of these feats (Deadly Accuracy and Defensive Shot) are reprinted from the popular *Genius Guide to Feats of Battle*, while the others appear here for the first time.

ARROWFIGHTER (COMBAT)

You can use arrows and bolts as well in melee as you do at range.

Prerequisite: Proficient with bows and crossbows.

Benefit: When you use arrows or bolts as melee weapons, they do not count as improvised weapons. You are considered to threaten the spaces around you when you have an arrow or bolt in hand (including any time you have the appropriate ranged weapon ready for use), and can take attacks of opportunity with an arrow or bolt. If you make a melee attack with an arrow or bolt, you may apply any feats to the attack you could apply to a ranged attack made with the same ammunition.

DEADEYE (COMBAT)

You have learned that careful aim and an understanding of how ranged weapons

work and targets move is more important than hand-eye coordination.

Prerequisite: Int 13

Benefit: You may add your Intelligence modifier, rather than your Dexterity modifier, to ranged attack rolls. Additionally, you may use your Intelligence score, rather than your Dexterity score, as a prerequisite for feats focused on ranged attacks (such as Improved Precise Shot, Pinpoint Targeting, Shot on the Run, Rapid Shot, and Manyshot).

DEADLY ACCURACY (COMBAT)

Your aim is too good to deal minimum damage.

Prerequisites: Dex 15, base attack bonus +6.

Benefit: You have deadly accuracy with your agility-based weapon attacks. When dealing damage with a weapon to which you add your Dexterity to your attack rolls (all ranged weapon attacks and melee weapon attacks made with Weapon Finesse), you can reroll any result of 1 on your weapon's damage dice. Only weapon attacks that require an attack roll benefit from this feat. You must keep the result of the reroll, even if it is another 1.

DEFENSIVE SHOT (COMBAT)

You can make a ranged attack without distracting yourself from immediate threats.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: You may decide to make a ranged attack defensively, taking a –2 penalty to all ranged attacks you make during the round. Such attacks do not provoke attacks of opportunity. If you take any other actions

during the round that do provoke an attack of opportunity (such as casting a spell) you suffer the consequences normally.

Normal: Making a ranged attack normally provokes attacks of opportunity from threatening foes.

SNAP SHOT (COMBAT)

You can make sudden ranged attacks that are difficult for foes to avoid, though they deal more nicks and scrapes than center hits.

Benefit: You can choose to take a –1 penalty to all weapon damage and combat maneuver checks (to a minimum of +0) to gain a +1 bonus to all ranged weapon attack rolls. This bonus to attack rolls is increased to by an additional +1 if you make only one ranged attack this turn. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to attacks increases by +1. You must choose to use this feat before making any attack rolls, and its effects last until your next turn. The bonus does not apply to touch attacks or effects that do not deal hit point damage.

ARCHETYPE PACKAGES AND SUPER GENIUS BASE CLASSES

Super Genius Games has produced a number of base classes for the *Pathfinder Roleplaying Game*. Available to date are the Archon, Death Mage, Dragonrider, Godling, Magus, Shadow Assassin, Shaman, War Master, and Witch Hunter. For those who have bought one or more of those classes, we present their archetype packages below. This material is absolutely not necessary to use the *Genius Guide to Archer Archetypes* with the core *Pathfinder Roleplaying Game* rules. We provide it simply as a courtesy

for gamers who have already decided to use our material in their campaigns, so they can get maximum benefit.

Below is a list of the archetype packages built into each class, and an abbreviated list of what's included in each. As with the archetype packages for the base classes from the *Pathfinder Roleplaying Game Core Rules*, a character can give up one of his archetype packages (losing access to everything from that package) to take a new archetype package.

If a player wishes to add one of the archetype packages below to another class, GMs should use the information from the "Can I Swap Base Class Archetype Packages?" section (see above) to weigh their decision. However, we strongly suggest paying even closer attention to the possibility of overpowering combinations created by such exchanges.



ARCHON (GENIUS GUIDE T0: THE ARCHON)

Archetype Package: Riven Lord

Included Abilities: Rivenspell, favored spell, arcane surge.

DEATH MAGE (GENIUS GUIDE T0: THE DEATH MAGE)

Archetype Package: Death Master

Included Abilities: Pale road, death bond.

DRAGONRIDER (GENIUS GUIDE T0: THE DRAGONRIDER)

Base Archetype Package: Dragon Kith

Included Abilities: One good saving throw advancement rate*, low-light vision, spells, darkvision.

*A dragonrider without the Dragon Kith base archetype package has only two good saving throw advancements, chosen when the package is selected. The other saving throw advances at the same rate as a barbarian's Reflex save.

GODLING (GENIUS GUIDE T0: THE GODLING)

Base Archetype Package: Like My Father

Included Abilities: Lineage domains, scion talents.

MAGUS (GENIUS GUIDE T0: THE MAGUS)

Base Archetype Package: Master of Mysticism

Included Abilities: Mystic bond, mystic talents, advanced mystic talents.

SHADOW ASSASSIN (GENIUS GUIDE T0: THE SHADOW ASSASSIN)

Base Archetype Package: Shadow Cunning

Included Abilities: 2 of the shadow assassin's skill points/level and 4 class skills*, shadow style.

*A shadow assassin built without this archetype package has only 4 skill points/level, and must choose 4 of the shadow assassin's normal class skill to not be class skills for the character.

SHAMAN (THE SHAMAN)

Base Archetype Package: Spirit Talker

Included Abilities: 2 of the shaman's skill points/level* and Craft (focus) as a class skill*, spirit companion.

*A shaman built without this archetype package has only 2 skill points/level and does not have Craft (focus) on its class skill list.

WAR MASTER (GENIUS GUIDE T0: THE WAR MASTER)

Base Archetype Package: Student of Battle

Included Abilities: 2 of the war master's skill points/level*, war master talents, advanced talents.

*A war master built without this archetype package has only 2 skill points/level.

WITCH HUNTER (GENIUS GUIDE T0: THE WITCH HUNTER)

Base Archetype Package: Devoted

Included Abilities: Devoted strike, devotee talent.

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