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ABANDONED ARTS® PRESENTS:

FEATS OF MARKSMANSHIP

TEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCED SHOTS [COMBAT]

Your arced shots better enable you to execute tricky, high-altitude attacks.

PREREQUISITES: proficiency with any bow weapon (a longbow, shortbow, or variation thereof, composite or otherwise), Precise Shot, base attack bonus +3

BENEFIT: When you make a ranged attack with a bow weapon (any weapon suitable to qualify you for this feat as described above) while you are outdoors or any place with enough vertical space for you to arc an arrow (such as inside a high-vaulted cathedral or a vast and open underground cavern), any cover bonuses to Armor Class that your target enjoys are reduced by 2 points. Any solid obstacle above and between you and any given target prevents you from gaining the benefits of this feat against that target.

EASY DRAW [COMBAT]

You can draw your bow while holding another weapon in your off-hand.

PREREQUISITES: Quick Draw, base attack bonus +1

BENEFIT: You can draw a bow (any longbow, shortbow, or variation thereof, composite or otherwise) while holding a scroll, a wand, a light, one-handed melee weapon, or any other similarly-sized object in one hand, as long as you are proficient with both the bow and any melee weapon (if any) that you hold. While readying an attack with your bow, you may not attack with or use any weapon or object that you hold in this way.

NORMAL: Drawing and wielding a bow requires the full use of two hands.

HAIR TRIGGER [GRIT]*

Simply wielding your firearm seems to soothe your nerves and sharpen your senses.

PREREQUISITES: grit class feature or Amateur Gunslinger, Alertness, Improved Initiative

BENEFIT: As long as you wield a firearm, you gain a bonus on initiative checks equal to half the number of grit points that you possess.

HEAVING THROW [COMBAT]

Wielding projectiles in two hands allows you to heave your weapons great distances.

PREREQUISITES: Far Shot, base attack bonus +3

BENEFIT: When you use two hands to make an attack roll with a thrown weapon, you may reduce the penalties for firing at a target beyond your first range increment by -1, and you gain a +1 bonus on your weapon damage roll if your attack roll is successful, for every range increment after the first that lies between you and your target.

MARKSMAN'S EYE

Your sharp senses rarely miss a thing.

PREREQUISITES: Alertness, Point-Blank Shot, base attack bonus +1

BENEFIT: You ignore the first 10 feet of distance per point of base attack bonus that you possess when determining the DC of any Perception skill check that you make.

PIERCING SHOT [COMBAT]

Your arrows can penetrate armor and hide.

PREREQUISITES: proficiency with a composite bow, Deadly Aim, base attack bonus +6

BENEFIT: As a standard action, you can perform a single attack with a composite bow. If your attack roll misses, but succeeds in hitting your target's touch AC, your attack still deals damage equal to your Strength modifier (as limited by your composite bow) to your target. Though your attack deals damage, it is still effectively considered to be a miss, although damage-dependent effects do still trigger as a result of your attack.

RAYSLINGER

With a moment of concentration, you can fire your ray spells defensively.

PREREQUISITES: Combat Casting, Dodge

BENEFIT: Whenever you successfully cast a ray spell (any spell with an effect requires a ranged touch attack) defensively, you gain a +8 dodge bonus to your Armor Class against any attack of opportunity provoked by attacking with the ray.

REACH FOR THE SKY [GRIT]*

The ominous "click" of your firearm speaks volumes to your opponents.

PREREQUISITES: grit class feature or Amateur Gunslinger, Intimidate 1 rank

BENEFIT: As long as you have at least 1 grit point, you can attempt to use the Intimidate skill to demoralize one opponent within 30 feet as a free action once per round, as a part of the action of loading or reloading a firearm that you wield. You must expend a move, standard, or full-round action to load or reload your firearm in order to attempt to demoralize an opponent in this way.

NORMAL: Attempting to demoralize a creature is a standard action.

SHOOTIST'S SHOWMANSHIP [COMBAT, PERFORMANCE]*

You can draw or holster a weapon with a twirling flare that the crowds adore.

PREREQUISITES: Sleight of Hand 2 ranks

BENEFIT: When you spend a swift action to make a performance combat check, you can draw, sheathe, or holster a crossbow or firearm as a part of the same action.

SNIPER'S SHOT [COMBAT]

Your deadly aim is as lethal as it is precise.

PREREQUISITES: Deadly Aim, Stealth 3 ranks

BENEFIT: When you use your Deadly Aim feat while making a ranged attack against a target that is unaware of your presence, you may ignore the penalties associated with the use of that feat for as long as your opponent remains unaware of your location.

*: See the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details.

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