

# PLAYER Paraphernalia



ALTERNATE ARCHETYPES  
ARCHER

#26



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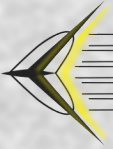
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# PLAYER PARAPHERNALIA #26

## By the Knotty-Works



Welcome to the twenty-sixth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). This issue introduces two new archetypes built upon the idea of taking an existing archetype from one class and applying it to another. This issue introduces the Bow Master and the Marksman, archetypes for the barbarian and the rogue (respectively) that are built upon the abilities of the fighter's archer archetype.

### The Bow Master (Barbarian)

The skill of hunting is a staple for all fledgling civilizations, and the bow and arrow took that skill to a whole new level. It wasn't long for warring tribes to figure out such weapons could easily dispatch enemies just as easily and taking down sources of food. The bow master is the culmination of years of practice using the bow for both hunting and war, gaining the ferocity of his fellow brother warriors while applying his own berserker nature to attacks made from afar.

#### Class Abilities

**Eagle Eye (Ex):** At 2<sup>nd</sup> level the bow master increases the range increment for any bow used by 5 feet and gains a +1 bonus to all perception checks. These bonuses increase by the same level (5 feet range increment, +1 bonus to perception checks) every 4 levels beyond 2<sup>nd</sup>. This ability replaces [Uncanny Dodge](#).

**Power Shot (Ex):** At 3<sup>rd</sup> level the bow master chooses one of the following combat maneuvers with which he may use with his bow against any targets within 30 feet with a - 4 to his CMB: [disarm](#), [feint](#), or [sunder](#). He may choose one additional maneuver every 4 levels thereafter.

At 11<sup>th</sup> level the bow master adds [bull rush](#), [grapple](#), and [trip](#) to the list of maneuvers he may learn to perform with the bow. Targets grappled by the arrow may break free by simply breaking the arrow as a standard

action (hardness 5, 1 hit point, break DC 13) or as an Escape Artist or CMB using the bow master's CMD -4.

This ability replaces the [Trap Sense](#) class ability.

**Bow Master's Edge (Ex):** At 5<sup>th</sup> level the bow master gains a +1 competence bonus on attack and damage rolls with a bow. This bonus increases by +1 every four levels (maximum of +4 at 17<sup>th</sup> level). This ability replaces [Improved Uncanny Dodge](#).

**Bow Master's Defense (Ex):** At 7<sup>th</sup> level the bow master gains a +1 dodge bonus to his AC and DR 1/- versus ranged attacks. These bonuses increase by +1 every three levels thereafter to a maximum bonus of +1 dodge AC and DR 5/- vs ranged attacks gained at 19<sup>th</sup> level. In addition, at 19<sup>th</sup> level the bow master gains the snatch arrows as a bonus feat and does not need to meet any of the prerequisites for the feat.

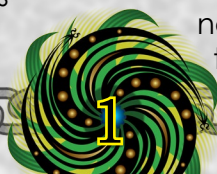
This ability replaces the [Damage Reduction](#) class ability.

#### New Rage Powers

The following rage powers are only available to the bow master. The bow master may not choose a rage power for any class ability that was replaced by a bow master class ability.

**Bow Master's Barrage (Ex):** As a full round action the bow master may launch a number of arrows equal to half his class level against a group of targets within a 15 ft radius area of effect. The bow master uses his highest base attack bonus and no target may be struck more than once, but he must roll separately for each target for both to hit and damage results. The bow master must be at least 12<sup>th</sup> level to take this rage power and this ability may only be used once per rage and generally cannot be combined with another rage power within the same round.

**Brutal Shot (Ex):** The bow master may sacrifice normal damage caused by his bow attack to cause 1 ability point damage to either







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Strength or Dexterity (bow master's choice) when using his Power Shot rage power. This damage increases by 1 point for every four class levels possessed by the bow master. Targets are allowed a Fortitude saving throw (DC 10 + 1/2 bow master's class level + bow master's Dexterity bonus) to halve the damage caused by the attack (minimum of 1 point). The bow master must possess the Power Shot rage power.

**Deadly Shot (Ex):** If the bow master scores a critical threat with his bow attack he may double the bonus gained from his bow master's edge class ability to confirm the critical hit. The bow master must be at least 6<sup>th</sup> level to take this rage power.

**Elemental Shot (Su):** The bow master infuses all of his attacks with an elemental energy that causes an additional 1d6 points of energy damage (acid, cold, electricity, or fire chosen when the rage is initiated) while he is raging. The bow master must have the **lesser elemental rage** power and be at least 8<sup>th</sup> level to take this rage power. It may only be used for one rage per day, with one additional use gained at 16<sup>th</sup> level.

**Elemental Shot, Greater (Su):** The bow master may combine the effects of both Elemental Shot and Bow Master's Barrage rage powers as long as he possesses both before selecting this rage power. The barrage may still only be

used once per rage, but the elemental damage applies to all bow attacks made by the bow master while raging.

**Elemental Shot, Lesser (Su):** The bow master may cause one of his arrows to become infused with elemental energy as a swift action. The elemental energy causes an additional 1d6 points of acid, cold, electricity, or fire as chosen by the bow master when this ability is initiated. If the bow master makes more than one shot he does not specify which arrow is imbued, but at most only one arrow may cause elemental damage. The bow master must be at least 4<sup>th</sup> level to take this rage power and it can only be used once per rage.

**Evasive Shots (Ex):** The bow master does not provoke attacks of opportunity while making ranged attacks with the bow. The bow master must be at least 8<sup>th</sup> level to take this rage power.

**Intruding Shot (Ex):** The bow master may make an attack of opportunity against one target that moves more than 5 feet as a single move action within the bow master's line of sight as long as it falls within the first range increment of the bow being used. The bow master must be at least 8<sup>th</sup> level and this rage power may only be used once per rage.

**Power Shot (Ex):** The bow master gains +2 to damage caused by a single damage roll once per round when attacking with a bow. This damage stacks with the bow master's edge class ability. The bow master may only use this ability once per rage.

## The Marksman (Rogue)

There are those that snipe at targets then there are those that strike such targets with pin point accuracy. The marksman is often mistaken for just a sniper, with the requisite claims of cowardice and lack of honor. However, the marksman understands that their trade is as much an art form or complex trade as any other, requiring both creativity and precision. The only difference is their tool is the bow or crossbow.

### Class Abilities

**Weapon and Armor Proficiency:** The marksman adds long bow, composite short bow, and composite long bow to the list of his proficient weapons while losing the hand crossbow.

**Range Finder (Ex):** At 2<sup>nd</sup> level the marksman increases the range increment of any





bow or crossbow with which he is proficient by 5 feet. This bonus increases by 5 feet every 4 levels thereafter.

This ability replaces Evasion at 2<sup>nd</sup> level.

**Trick Shot Talents (Ex):** The marksman may choose from the following combat maneuvers: [disarm](#), [feint](#), or [sunder](#). He may perform this action with a bow or crossbow with which he is proficient against any target within 30 feet, applying a -4 to his CMB. These actions expend an arrow or bolt as normal. He may choose any one of these maneuvers as a rogue talent.

**Marksman's Skill (Ex):** At 4<sup>th</sup> level the marksman gains a +1 competence bonus on attack and damage rolls with a bow or crossbow with which he is proficient. This bonus increases by +1 every four levels (maximum of +5 at 20<sup>th</sup> level). This ability replaces [Uncanny Dodge](#).

**Marksman's Reflexes (Ex):** At 8<sup>th</sup> level the marksman does not provoke attacks of opportunity when making ranged attacks with a bow or crossbow with which he is proficient. This ability replaces [Improved Uncanny Dodge](#).

**Advanced Shot Talents (Ex):** The marksman may choose from the following combat maneuvers: [bull rush](#), [grapple](#), or [trip](#). He may perform this action with any bow or crossbow with which he is proficient against any target within 30 feet, applying a -4 to his CMB. These actions expend an arrow or bolt as normal. Targets grappled by the arrow may break free by simply breaking the arrow as a standard action (hardness 5, 1 hit point, break DC 13) or as an Escape Artist or CMB using the marksman's CMD -4. He may choose any one of these maneuvers as an advanced rogue talent.

**Marksman's Strike (Ex):** At 20<sup>th</sup> level, the marksman may apply the effects of the following upon any ranged attack that includes sneak attack damage: target is put to sleep for 1d4 hours, target is paralyzed for 2d6 rounds, or the target is slain. Each effect allows a Fortitude save to avoid with a DC equal to 10 + 1/2 the marksman's class level + the marksman's intelligence bonus.

Creatures that are immune to the sneak attack damage are immune to any of these effects. In addition creatures that do not sleep cannot be put to sleep with this effect. A target can only be affected by this ability once in a 24 hour period

regardless of the saving throw result. This ability replaces the [Master Strike](#) class ability.

## Advanced Rogue Talents

The following advanced rogue talents are specific to the marksman archetype class.

**Marksman's Bravado (Ex):** This advanced rogue talent grants the marksman DR 5/- against ranged attacks. The marksman also gains the benefits of the [snatch arrows](#) feat allowing him to catch an arrow or bolt fired at him and shoot it at any target he chooses during his turn (reload rates apply to crossbows). The marksman must be at least 18<sup>th</sup> level to take this talent.

**Marksman's Shot (Ex):** This advanced rogue talent allows the marksman to apply his [sneak attack](#) damage to any opponent within the first range increment of his weapon as long as the marksman has concealment against that opponent and the marksman makes only a single shot for the round. The marksman must be at least 16<sup>th</sup> level to take this talent and possess the [Sniper's Eye](#) rogue talent.

**Sniping Dodge (Ex):** This advanced rogue talent grants the marksman a +2 dodge bonus to AC against ranged attacks and increases to +4 at 15<sup>th</sup> level and +6 at 18<sup>th</sup> level. The marksman must be at least 12<sup>th</sup> level to take this talent.

## Designer Notes

This is not the first player paraphernalia to rework an archetype along different classes. The Witch Hunter series had several witch hunter archetypes for several classes including the barbarian and rogue. Though this products seeks to mimic more of the archetype's exact abilities.

The archer archetype offers several abilities that cannot be directly replicated through feats alone. The idea was to take those abilities and build archetypes for other classes that give similar benefits. The barbarian and rogue were chosen as they were other core classes and each had a variable class mechanic that allowed extra sub abilities to be added with little additional work (the rogue's talents and the barbarian's rage powers).

The resulting archetypes now grant hard hitting ranged class options for both the barbarian and rogue.





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