# Weekly Wonders

# Archetypes of War Volume II

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Necromancers

Northwest

# Ranged Assault

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### Introduction

The *Pathfinder Roleplaying Game* is full of combat and bloodshed. They are, in many ways, the bulk of what the game is, and what it is about. But there is a difference between simply fighting, even fighting for one's life, and fighting in a war. Wars are chaotic and bloody things, and a battlefield is not a single, neat, orderly conflict, but in fact hundreds, perhaps thousands of small life-and-death struggles, each of which impacts the others around it. It is an order of magnitude larger than the standard battles of an adventurer, and while many adventurers can certainly contribute in a true battle between opposing armies, that's not the same as being specifically trained and equipped for it. Each installment of *Weekly Wonders: Archetypes of War* presents six new archetypes for military characters, focused on a particular theme.

In this edition, we focus on ranged combat and ranged combatants. Ranged fighters have been a critical part of nearly every battle since men first learned to throw spears. We pay homage to these traditions with archetypes celebrating a variety of ranged combat styles, from fantastic archers like the pinpoint marksman and the arrow of sorrow, to magical combatants like the multiblaster and the bowmage, and even specialists in firearms and thrown weapons in the form of the invisible sniper and the cunning thrower, respectively.

### New Archetypes

The following archetypes are presented in alphabetical order.

#### Invisible Sniper (Gunslinger)

While many gunslingers prefer to fight at great distances, using two-handed firearms with great range, only a few attempt to become invisible snipers. These gun-toting adventurers prefer to keep to the shadows, waiting to take one perfect shot from such great distance that no foe could easily respond, before slipping back into hiding. Cunning warriors who prefer ambush tactics, invisible snipers earn their names by never being seen by their foes.

**Deeds:** The invisible sniper has access to the following deeds, in addition to those she normally gains.

Sniper's Stealth (Ex): At 1st level, an invisible sniper is especially adept at finding a good hiding space and making the best use out of it. As long as she has at least 1 point of grit, the invisible sniper gains a bonus equal to her level on Stealth checks made to hide. Additionally, as long as she has concealment, an invisible sniper can spend 1 point of grit to force all attackers to roll their miss chance twice and take the less favorable result for 1 round.

This ability replaces the gunslinger's dodge deed.

*Longshot (Ex):* At 3rd level, an invisible sniper is especially skilled at making attacks against foes at great range. As long as she has at least 1 point of grit remaining, she suffers only half the normal penalty to attack rolls for attacks outside of the first range increment.

This ability replaces the pistol whip deed.

Sniper Perch (Ex): At 3rd level, an invisible sniper is highly skilled at using cover to her advantage. As long as she has at least 1 point of grit remaining, she gains an additional +2 dodge bonus to AC whenever she has cover. Additionally, she may spend 1 point of grit as a move action whenever she has cover to increase the type of cover she has to the next step (cover becomes improved cover, and improved cover becomes total cover). This effect lasts for 1 round.

This ability replaces the utility shot deed.

Sniper Attack (Ex): At 7th level, an invisible sniper is especially skilled at killing her foes from a great distance. As long as she has at least 1 point of grit, she gains the sneak attack class feature of a rogue of her level, but only when making attacks with a two-handed firearm. Additionally, she may spend 1 point of grit whenever she successfully delivers a sneak attack in order to reroll all 1s and 2s made as part of the sneak attack; she must take the new result, even if it is worse.

This ability replaces the startling shot deed.

Sniper Shot (Ex): At 19th level, an invisible sniper can make a single shot in order to end the life of a single target. Whenever she makes a sneak attack with a twohanded firearm, the invisible sniper can spend 3 points of grit in order to slay the target of the attack, unless he succeeds on a Fortitude save (DC = 10 + 1/2 the invisible sniper's level + the invisible sniper's Dexterity modifier) or instantly be slain. This is a death effect.

This ability replaces the death's shot deed.

#### Multiblaster (Kineticist)

While all kineticists channel elemental power using their minds in order to produce powerful blasts of energy, only a select few, trained in harsh battlefield conditions, learn to split their energy, making multiple potent blasts. Though they are somewhat less powerful, their split blasts allow them to inflict great carnage on large numbers of foes and apply a variety of modifications to their energy blasts.

**Multiblast**: A multiblaster gains the kinetic blast class feature, as normal, except that her blasts deal either 1d4 points of damage for energy blasts or 1d4+1 points of damage for physical blasts, instead of the normal dice type for her blasts. Beginning at 3rd level, and every 2 levels thereafter, the multiblaster can choose to split her blasts into multiple blasts of kinetic energy. She can create 2 or more blasts, assigning the total damage her blasts can do among the number of blasts she creates. For example, a 5th level multiblaster could create 2 physical blasts which deal 1d4+1 and 2d4+2 points of damage, respectively. All blasts included in the multiblast apply any appropriate modifiers to the attack damage for each blast. The multiblaster can apply infusion wild talents to her multiblast, but the infusions are applied to each blast included in the multiblast separately, incurring the burn cost as normal.

This ability modifies the kinetic blast class feature.

**Multibuffer (Ex):** At 6th level, the multiblaster can store some of her energy in order to create more potent blasts. Whenever she uses her multiblast ability, she gains an additional damage dice of a type appropriate for the type of blast she is using, which she may apply to any one of the blasts made as part of the multiblast. At 11th level, and again at 16th level, the amount of additional damage dice she can distribute with her multiblast is increased by 1.

This ability replaces the internal buffer class feature.

**Supercharged Multiblast (Su):** At 11th level, a multiblaster can use her multiblast ability as a full-round action instead of a standard action. If she does, she may apply any single blast infusion she knows to each blast made as part of the multiblast. If she does, she gains burn as normal, plus an additional point of burn that cannot be reduced by any means.

This ability replaces the supercharge class feature.

**Omniblast (Sp):** At 20th level, a multiblaster learns how to channel additional elemental energy into her blasts in order to do vastly increased damage. By accepting 2 points of burn when she uses her multiblast ability, she may make up to 10 blasts that each deal her full amount of blast damage. The multiblaster must target a separate creature with each blast. These blasts can be modified by infusions, as normal.

This ability replaces the omnikinesis class feature.

#### Pinpoint Marksman (Ranger)

A select few archers focus not just on hitting a target, but on hitting a small part of a target in order to accomplish a specific effect, increasing the difficulty of the attack and its effectiveness all at once. The rangers who take up this ultimate challenge of the bowman's craft are called pinpoint marksmen, and their ability to cripple, wound, and defeat their foes with accurate shots is the stuff of legends.

**Enemy Shot** (Ex): At 1st level, a pinpoint marksman gains the favored enemy class feature as normal, but only receives the bonus to attack and damage when making attacks with a ranged weapon. Additionally, by forgoing his bonus to attack against his favored enemy, he can target some specific part of the creature. If he does, and the attack is successful, the pinpoint marksman can choose a single extraordinary or supernatural ability the target possesses; the target loses that ability for 1 round. A successful Fortitude save (DC = 10 + 1/2the pinpoint marksman's level + the pinpoint marksman's Dexterity bonus) negates the effect. A creature that succeeds on this saving throw cannot have that extraordinary or supernatural ability targeted again, but the pinpoint marksman may still target other abilities.

Because this ability relays on exact targeting, the pinpoint marksman must be aware of the ability he chooses to

suppress in this manner.

This ability modifies the favored enemy class feature.

**Marksmanship**: At 2nd level, the pinpoint marksman must choose the archery, crossbow, or thrown weapon combat styles.

**Careful Shot (Ex):** At 3rd level, a pinpoint marksman learns how to make very careful shots that rarely miss, but do little damage. Whenever he makes a ranged attack, a pinpoint marksman can choose to suffer a –1 penalty on the damage roll in order to gain a +1 bonus on the attack roll. At 6th level, and every 3 levels thereafter, the bonus and penalty from this ability increase by 1.

This ability replaces the favored terrain class feature.

**Called Shot**—**Limbs:** At 6th level, the pinpoint marksman learns to target his enemy's limbs in order to hamper her movements. Whenever he makes a ranged attack, the pinpoint marksman can choose to suffer a -5 penalty on the attack roll in order to make a called shot. If he does, he chooses either arms or legs; this ability only functions if the target of the attack has the appropriate type of limb, or some close substitute (subject to GM discretion). If the attack hits, and the pinpoint marksman called arms, the target suffers damage as normal, as well as a -1 penalty to attack rolls and damage rolls made using her arms. If the pinpoint marksman called legs, the target suffers damage as normal, her movement speed is reduced by 5 feet, and she suffers a -1 penalty to AC and Reflex saves. These penalties last for a number of rounds equal to the pinpoint marksman's Wisdom modifier. These penalties are cumulative, but cannot exceed 1/2 the pinpoint marksman's level.

This ability replaces the bonus feat gained at 6th level.

**Called Shot—Body** (Ex): At 12th level, the pinpoint marksman can use his called shot ability to target the torso of his enemies. Whenever he makes a ranged attack, he may choose to suffer a -5 penalty on the attack roll in order to target his foe's body. On a successful hit, his target takes 1 point of bleed damage, and also suffers a -1 penalty to Fortitude saves for a number of rounds equal to his Wisdom modifier. These effects are cumulative, but cannot exceed 1/2 the pinpoint marksman's level.

This ability replaces the camouflage class feature.

**Called Shot—Head (Ex):** At 14th level, a pinpoint marksman can aim for his target's head in order to addle her and inflict grave wounds. Whenever he makes a ranged attack, he may suffer a –10 penalty on the attack roll in order to target the opponent's head. On a successful hit, his target is staggered for 1 round and suffers a –1 penalty on Will saves for a number of rounds equal to the pinpoint marksman's Wisdom modifier.

This ability replaces the bonus feat gained at 14th level.

#### Cunning Thrower (Slayer)

While many slayers prefer to use light, versatile weapons such as daggers or throwing axes, a few truly seek to master the craft of using thrown weapons to confuse and cripple their enemies. Typically, cunning throwers work in small units, unleashing a deadly volley of thrown weapons to surprise and stagger their foes before entering a skirmish in earnest. Though many of the cunning thrower's strengths lay in short exciting bursts, skilled and properly equipped cunning throwers can keep up the pressure, taking advantage of the confusion of combat to stay at a close range and make the most of their opportunities.

**Surprising Volley (Ex):** At 2nd level, a cunning thrower is adept at surprising his foes with a sudden thrown weapon. He gains Throw Anything as a bonus feat, even if he does not meet the prerequisites. Additionally, whenever he deals damage to a creature with a thrown weapon, that creature loses his Dexterity bonus to AC for 1 round. A creature cannot be affected by this ability more than once in a 24-hour period.

This ability replaces the slayer talent gained at 2nd level.

**Sneaky Volley** (Ex): At 3rd level, a cunning thrower is especially dangerous when making thrown weapon attacks against the unprepared. The cunning thrower gains the sneak attack class feature as normal, except that when he deals sneak attack damage with a thrown weapon, he deals an additional +1 damage per damage dice, and when he deals sneak attack damage with a non-thrown weapon, he deals 1 fewer point of damage per damage dice (minimum o).

This ability modifies the sneak attack class feature.

**Staggering Volley (Ex):** At 6th level, a cunning thrower can stagger his foes with a thrown weapon attack. Whenever the cunning thrower would deal sneak attack damage to a foe with a thrown weapon, he may choose to reduce his sneak attack damage by one dice in order to stagger the target for 1 round.

This ability replaces the slayer talent gained at 6th level.

Long Range Back Stab (Ex): At 7th level, a cunning thrower is able to make deadly thrown weapon attacks against foes that have their back turned to him, aiding his allies in battle and putting his foes' lives to an end. A cunning thrower can deal sneak attack damage against the target of his studied combat with a thrown weapon as long as the target is engaged in melee with another creature.

This ability replaces the stalker class feature.

**Terrifying Volley (Ex):** At 13th level, a cunning thrower is able to sow fear in those he attacks with his thrown weapons. Whenever the cunning thrower successfully deals sneak attack damage with a thrown weapon, he may choose to reduce his sneak attack damage by two dice in order to cause the target to become frightened for 1d4 rounds. The target may attempt a Will save (DC = 10 + 1/2 the cunning thrower's level + the cunning thrower's Wisdom modifier) to negate the frightened condition, but even on a successful save, the target is still shaken for 1d4 rounds. At 17th level, the target becomes panicked instead of frightened on a failed saving throw.

This ability replaces the slayer's advance class feature.

**Cunning Throw (Ex):** At 20th level, a cunning thrower learns how to throw weapons so that they immediately come back to him. Whenever the cunning thrower makes a ranged attack with a thrown weapon, he may choose to have that weapon come back to him immediately after dealing damage, returning to the hand that threw it and allowing him to make any additional attacks he could make for having a high base attack bonus.

This ability replaces the slayer talent gained at 20th level.

#### Bowmage (Sorcerer)

Some with sorcerous power inevitably find themselves bound to armies marching to war and conquest. While their inborn magic can be great assets in the field, these sorcerer soldiers eventually find their own magical reserves depleted during long battles and are forced to rely on more traditional means of combat. These bowmages, while adept at deploying magically adapted ranged weapons, are also capable casters who use powerful spells at a range to soften up their foes, before picking off the stragglers with magical arrows.

**Precision Shot (Ex):** At 1st level, a bowmage learns to fire both spell and arrow accurately, even in crowded battlefields. The bowmage never suffers a penalty to attack for making a ranged attack against a foe currently in melee, and ignores soft cover when making a ranged attack (including ranged touch attacks) with a spell. Further, she is treated as having both Point Blank Shot and Precise Shot for the purposes of qualifying for feats.

This ability replaces the eschew materials class feature.

Spell Arrow (Su): At 7th level, a bowmage learns to imbue one of her arrows with magical energy, causing it replicate a spell she knows. Once per day, when the bowmage makes a ranged attack, as a free action she may choose to imbue a single piece of ammunition with a spell she knows with a range of close or greater. If the attack hits, the spell is cast without consuming any spells slots. If the spell is targeted, it targets the creature that was struck with the ammunition. If the spell has multiple targets, it must include the creature hit with ammunition, but may include other creatures, as normal for the spell. If the spell has an area effect, it originates in the target's square. If the spell has no target but creates an effect, that effect is created in the target's square or in the nearest unoccupied space to the target. At 10th level, and every 3 levels thereafter, the bowmage can use this ability an additional time per day.

This ability replaces the bloodline feat and bloodline spell gained at 7th level.

**Greater Range (Su):** At 13th level, the bowmage is capable of casting spells at a vast range. The bowmage treats her caster level as twice her actual level for the purposes of determining the range of her spells. She must still be able to see where she is casting her spells, unless they do not require line of sight.

This ability replaces the bloodline feat gained at 13th level.

**Spell Precision** (Ex): At 19th level, the bowmage is so practiced in making attacks with spells, he rarely misses. Whenever the bowmage makes an attack with a spell or with a spell arrow, he treats his base attack bonus as his level, rather than his actual base attack bonus.

This ability replaces the bloodline feat gained at 19th level.

## Path of War Archetype

No selection of war-themed archetypes would be complete if they ignored the martial classes from Dreamscarred Press's Path of War. These classes, mechanically inspired by The Book of Nine Swords, a 3.5 Dungeons and Dragons sourcebook, use maneuvers and stances to unleash devastating effects on the battlefield, with a dynamic and exciting feel to combat. There are six main classes associated with this content from Dreamscarred press, and with the exception of the first installment, each of the seven volumes of Archetypes of War features a special bonus archetype for one of these six classes. For more information on Path of War, and the specific class that this archetype modifies, please visit www.dreamscarred.com.

#### Arrow of Sorrow (Harbinger)

Arrows of sorrow are harbingers whose deep sense of sadness and anger stem primarily from isolation. Unable to find solace in companionship, they seek some measure of control over their own inherent violence and inner darkness through the discipline of archery. This practice allows the arrow of sorrow to better harness her powers and maintain a brooding sense of isolation, which in turn fuels her inner urges for violence and destruction. Capable of executing most maneuvers at a close range, arrows of sorrow are known for unleashing devastating attacks and flitting about the battlefield while maintaining a safe distance. They also learn to harvest their inner darkness to imbue their arrows with a potent curse that insures those foes that they seek to plunge into death and despair meet their ends swift as the arrow flies.

Arrows of Claim (Ex): An arrow of sorrow can channel a small amount of her dark energy into her ranged attacks. Whenever an arrow of sorrow deals damage to an opponent with a ranged attack, she may attempt to Claim that creature. This Claim lasts for a number of rounds equal to 1/2 the arrow of sorrow's level (minimum 1). An arrow of sorrow can have a maximum number of creatures Claimed equal to her harbinger initiation modifier (minimum 1), and may not Claim a creature she has already Claimed until or unless the Claim expires. An arrow of sorrow can perform any strike she knows with a ranged attack in place of a melee attack, provided the strike is made against a Claimed foe within 30 feet.

In addition, the arrow of sorrow automatically knows the position of creatures she has Claimed. Any opponent the arrow of sorrow cannot see still has total concealment (50% miss chance) against her, and the arrow of sorrow still suffers the normal miss chance when attacking creatures



that have concealment. The arrow of sorrow is still denied her Dexterity bonus to her AC against attacks from Claimed creatures she cannot see.

This ability replaces the dark claim class feature.

**Curse of impediments (Su):** An arrow of sorrow's dark magic makes those she Claims unable to escape her dread assault. Any creature Claimed by the arrow of sorrow suffers a –10-foot penalty to his movement speed. At 10th level, this penalty increases to –20 feet.

This ability replaces the ill tidings class feature.

**Curse of Weakness (Su):** At 8th level, an arrow of sorrow's dark magic curses those she has marked, sapping their strength and willingness to fight. As a standard action, the arrow of sorrow can cause any creature she has Claimed to suffer a penalty on all attack and damage rolls equal to the arrow of sorrow's harbinger initiation modifier for 1 round. At 13th level, and again at 18th level, this effect lasts for an additional round.

This ability replaces the ill intentions class feature.

**Curse of Isolation (Su):** At 18th level, an arrow of sorrow's dark magic forces those she strikes to succumb to her dreaded isolation. Whenever the arrow of sorrow successfully executes a strike against a creature she has Claimed, that creature must succeed on a Will save (DC = 10 + 1/2 the arrow of sorrow's level + the arrow of sorrow's initiation modifier) or become confused for as long as the Claim persists.

This ability replaces the voices in the dark class feature.

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# Fire at Will

There is battle, and then there is warfare. Many adventurers are familiar with wading into combat against monsters and small groups of enemies, but this is nothing next to the glory and chaos and carnage that is true war. More than simply a change in scale, the difference between war and other combat can be profound. In a war, the characters are part of something larger than themselves, contributing to the efforts of their armies, or perhaps leading those armies themselves. The priorities of a soldier are different from those of an adventurer, and often the challenges that they face are, as well. While many characters can translate their talents as adventurers to the battlefield, one who specifically focuses on warfare and battlefield tactics will have the edge on others when it comes to true war. Each installment of Weekly Wonders: Archetypes of War provides six new war-themed archetypes for a variety of classes.

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ROLEPLAYING GAME COMPATIBLE

For this book, we focus on ranged attackers. Archers and riflemen are powerful forces on the field of battle, and can have a huge impact on the outcome of any conflict. Able to deliver devastating attacks from a safe range, any general with the capability to black then sky with arrows has a huge advantage over his foes, quite possibly deciding the fate of the battle before the two sides even close upon one another. This book focuses on making archetypes to support this kind of powerful artillery support in a variety of classes, some of which might not be the first you would associate with the strategy.

• The invisible sniper, a gunslinger archetype that focuses on taking out foes from great distances.

The multiblaster, a kineticist archetype that can channel her energy into multiple blasts at once, allowing her to target many foes simultaneously.
The pinpoint marksman, a ranger archetype that focuses on delivering ranged attacks to precise spots on the body, making called shots to cripple his foes.

• The cunning thrower, a slayer archetype that can deliver surprisingly powerful volleys of attacks with thrown weapons that are as deadly as they are precise.

• The bowmage, a sorcerer archetype that delivers its spells through magic-imbued arrows.

• A bonus archetype for the harbinger, from Path of War Expanded by Dreamscarred Press, the arrow of sorrow claims victims from a range and delivers a variety of potent curses.

> Whether you're about to embark on a campaign of military exploits (such as the official Paizo adventure path dealing with invading forces), or you just want to play a more military character, this book has lots of tantalizing options to offer.

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