

Greatland Archer

Greatland Archers are probably the most fabled of archers in all of Tharstelding. Rumors and tales of their amazing bow shots can be heard in the many taverns that dot the land. The skill of Greatland Archery began when four elven tribes from the Greatland Forest chose to band together in 1429 CM against the Tyrant Wyrms Dessixvoth, a great green dragon of epic power. After destroying the Wyrms in a horrific battle the remaining elves fused into one tribe. Over the years their different archery skills were intermingled and a perfect art blossomed in the heart of the Greatland Forest.

Rangers and fighters make excellent Greatland Archers, however due to the ease of requirements and being a later level prestige class many other classes can meet the prerequisites.

Hit Die: d10

Requirements: Point Blank Shot, Far Shot, Precise Shot. Base attack +10. Proficiency with at least 1 type of composite bow.

Class Skills: Acrobatics (Dex), Craft (Int), Heal (Wis), Stealth (Dex), Jump (Str), Knowledge Geography (Int), Knowledge Nature (Int), Perception (Wis), Profession (Wis), Survival (Wis), Swim (Str)

Skill Points at Each Level: 4 + Int Modifier.

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Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+2	+0	<i>Powerful Draw +2</i>
2	+2	+3	+3	+0	<i>Natural Sniper</i>
3	+3	+3	+3	+1	<i>Arrow Mastery 1</i>
4	+4	+4	+4	+1	<i>Leading the Target</i>
5	+5	+4	+4	+1	<i>Powerful Draw +4</i>
6	+6	+5	+5	+2	<i>Arrow Mastery 2</i>
7	+7	+5	+5	+2	<i>Evasive Archery</i>
8	+8	+6	+6	+2	<i>Deflect Arrows</i>
9	+9	+6	+6	+3	<i>Arrow Mastery 3</i>
10	+10	+7	+7	+3	<i>Powerful Draw +6, Amazing Shot</i>

Class Features

All the following are class features for the Greatland Archer prestige class.

Weapon and Armor Proficiency: Greatland Archers gain no weapon or armor proficiencies.

Powerful Draw (Ex): Beginning at 1st level a Greatland Archer quickly learns that technique can often make up for brute power. When using a composite bow with a strength bonus to damage the Greatland Archer may treat his strength bonus as though it were +2 higher. This ability increases to +4 at 5th level and to +6 at 10th level.

Natural Sniper (Ex): By 2nd level a Greatland Archer has developed into a natural sniper, always aware of his surroundings. As part of a *Sniping* action (see the stealth skill) a Greatland Archer may make a special perception check against a DC 10 to decrease the penalty they take to their stealth check by 1. For every 5 points above the DC the penalty is decreased by another point to a maximum decrease of one point per Greatland Archer level.

Arrow Mastery (Ex): At 3rd level a Greatland Archer adds 1 to any damage roll made with any bow they are proficient with. This bonus increases to 2 at 6th level and 3 at 9th level.

Leading the Target (Ex): At 4th level the Greatland Archer becomes a master at leading his target. Any bow he uses has its normal base range doubled.

Evasive Archery (Ex): At 7th level the Greatland Archer has learned to evade attacks while shooting in melee. If the Greatland Archer is targeted with an attack of opportunity prompted from shooting while engaged in melee he may, as a free action, perform a reflex save DC = attackers attack roll to avoid all damage from that attack. Alternatively, they may chose to not provoke attacks of opportunity while using a bow by taking a -2 on all attacks made while threatened.

Deflect Arrows: At 8th level the Greatland Archer gains the Deflect Arrows feat as a bonus feat, even if they do not have the listed prerequisites.

Amazing Shot (Ex): At 10th level the Greatland Archer has honed his skills to that of the greatest archers in the land. As a full round action with any bow he is proficient with he may make a single shot up to his maximum range at any target that he has line of sight to. This one time shot is considered a natural 20. Confirm the critical as normal applying any penalties the shot would have sustained if it were fired normally, such as cover, and range penalties.