

Prestige Class: Woodland Archer

Woodland Archer

A rugged individualist, skilled archer, and expert weaponsmith, the Woodland Archer has gained renown for his skill at all aspects of the bow. Like the Arcane Archer, the Woodland Archer is known for his supernatural abilities and accuracy with the bow; however, the Woodland Archer achieves his prowess in a completely different way. Unlike the Arcane Archer, they have the ability to craft arrows and bows uniquely suited to their own shooting style. Their work is often considered superior to those normally classified as 'masterwork'. These arrows and bows have a devastating effect against the Woodland Archers enemies.

Rangers, Bards, and Fighters of chaotic alignment are the only classes that are allowed to become Woodland Archers. NPC Woodland Archers are usually encountered alone.

Hit Dice d8

Requirements

To qualify to become a Woodland Archer, a character must fulfill all the following criteria.

Race: All except Half-Elf, Elf, and Half-Orc

Base Attack Bonus: +6 ranged

Intelligence: 13 or better

Feats: Weapon Focus (any bow other than crossbow), Point Blank Shot, Precise Shot, Rapid Shot

Skills: Craft (Weaponsmithing and Bowmaking) minimum of 2 ranks in each

Class Skills

The Woodland Archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Spot (Wis), Wilderness Lore (Wis). See Chapter 4: Skill, in the Player's Handbook for skill descriptions.

Skill Points at each Level: 4 + Int modifier.

Class Features

All of the following are class features of the woodland archer prestige class.

Weapon and Armor Proficiency: A Woodland Archer is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

True Arrow: At 1st level, the Woodland Archer can craft true arrows. A True Arrow acts as a +1 arrow (To Hit Only). These arrows are non-magical and are crafted by the Woodland Archer, for use by the Woodland Archer only. These arrows do not affect any creature normally hit by magic weapons only. The Woodland Archer has the ability to customize his arrows for his individual shooting 'style' and therefore, these arrows act as normal arrows for anyone else who uses them. These arrows cost the Woodland Archer the normal amount (approximately 3-4 copper pieces each) to make. See Craft, under Skills, Chapter 4 of the Player's Handbook. There is no limit as to how many the woodland archer can make, as long as he/she can pay for the materials. For every two levels of Woodland Archer the character advances past 1st level in the prestige class, up to and including 7th level, the True Arrows he/she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level). There are no +5 or higher True Arrows.

The DC for a woodland archer to craft a True Arrow is 10.

Only Woodland Archers can Craft True Arrows.

True Bow: At 2nd level, the Woodland Archer is able to craft any bow that he/she has a Weapon Focus Feat for (except any crossbow). This bow is non-magical, but performs as a +1 bow (to hit only). This bow is made by the Woodland Archer, for use his or her use only. The woodland archer can fine tune the bow to his or her individual 'style' and therefore, the bow acts as a normal Masterwork bow when used by anyone else. The cost to Craft this bow is the same as a Masterwork bow of the same kind. The Woodland Archer may only have one True Bow for each type of bow he/she has taken Weapon Focus in. For example; if a woodland archer has Weapon Focus in both Longbow and Shortbow, he may only have one of each. He may replace a True Bow that is damaged or destroyed or as he progresses in levels, he can modify (at 1/2 cost) his existing True Bow up to the current bonus level. A Woodland Archer would never knowingly damage or destroy a True Bow he has crafted, unless doing so would save his/her life. For every two levels of Woodland Archer the character advances past 2nd level, up to and including 8th level, the True Bow he/she creates gain +1 greater potency (+1 at 2nd level, +2 at 4th level, +3 at 6th level, +4 at 8th level). There are no +5 or higher True Bows.

The DC to Craft a True Bow is 15.

Only Woodland Archers can Craft a True Bow.

Strike Arrow: At 8th level, the Woodland Archer can craft a Strike Arrow, it acts as a +4 arrow (To Hit Only) but also does an additional 1d6 of damage. The costs and restrictions are the same as **True Arrow** above.

The DC to Craft a Strike Arrow is 13.

Only Woodland Archers can Craft Strike Arrows

Hail of Arrows: In Lieu of his/her regular attacks, once per day the 9th level woodland archer can fire an arrow at each and every target within range, to a maximum of one target for every woodland archer level the character has attained. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow. This is a spell-like ability.

Foe Slayer: At 10th level, the Woodland Archer can Craft a *Foe Slayer*. A *Foe Slayer* is an arrow of the finest quality. It acts as a +2 (to hit only) arrow. The Woodland Archer uses his skill to craft an arrow perfectly suited for him to slay his intended foe. This arrow, if used by anyone other than the Woodland Archer who crafted it, acts as a normal arrow, with no benefits. When crafting this arrow, the woodland archer must designate the race, class, or individual the *Foe Slayer* is intended for. If the *Foe Slayer* is used against the designated foe, and that foe is hit by the *Foe Slayer*, the target must make a fortitude save (DC 20) or be slain immediately. For example; a Woodland Archer can Craft a *Foe Slayer* and designate the 'foe' as any elf. He could designate the 'foe' as any rogue. He could designate the *Foe Slayer* for an individual. For example, he could designate he *Foe Slayer* for the player character Zanatos or a NPC if named directly. The Woodland archer may craft and possess only one *Foe Slayer* at a time. The *Foe Slayer* retains its properties until it is fired or until the individual it is designated for is slain. The *Foe Slayer* cannot be used against any creature that is normally only affected by magical weapons. For example, a *Foe Slayer* designated for 'any elf', would not do damage to an elven vampire.

To Craft a *Foe Slayer* the Woodland Archer must spend 30 gp per arrow for materials. It takes one day to Craft a Foe Slayer.

The DC to Craft a Foe Slayer is 18.

Unsuccessful attempts to Craft a Foe Slayer would mean starting completely over. New materials must be purchased and a full day spent to make it.

Only Woodland Archers can craft a Foe Slayer arrow.

A note concerning materials. A Woodland Archer may choose to try and construct a True Arrow, Strike Arrow, a Foe Slayer, or even a True Bow out of raw materials found in the wild. In this case, raise the DC to Craft by 5 points if the raw materials are present. For example, a Woodland Archer in the woods could use stone, wood from trees, leather, pitch to construct a True Arrow; however, a Woodland Archer in a desert may not have all the materials needed. GMs' discretion. Any city or town that sells arrows or bows should have the raw materials available for purchase.