

Deacon Rann

Male human fighter 15 (archer)

LN Medium humanoid

Init +8; **Senses** Perception +26

Languages Common, Elven, Halfling

DEFENSE

AC 36, touch 21, flat-footed 28 (+9 armor, +2 deflection, +8 Dex, +1 insight, natural +2, +4 shield)

hp 115 (15 HD)

Fort +14, **Ref** +18, **Will** +12

Defensive Abilities evasive archer +2

OFFENSE

Speed 30 ft. (6 squares)

Melee by weapon +18

Ranged +3 *adaptive beaming conserving composite longbow* +32/+27+21 (1d8+12/×3) or

+3 *adaptive beaming conserving composite longbow* +28/+23/+18 (1d8+20/×3) with Deadly Aim, or

+3 *adaptive beaming conserving composite longbow* +30/+30/+25/+20 (1d8+12/×3) with Rapid Shot, or

+3 *adaptive beaming conserving composite longbow* +26/+26/+21/+16 (1d8+20/×3) with Rapid Shot and Deadly Aim

Special Attacks expert archer +3, specialized arrows, trick shot (disarm, grapple, sunder, trip)

STATISTICS

Abilities Str 16 (+3), Dex 26 (+8), Con 10 (+0), Int 14 (+2), Wis 14 (+2), Cha 8 (−1)

Base Atk +15; **CMB** +23 (+29 with bow, +33 with impact critical shot); **CMD** 39 (42 vs. disarm/sunder)

Feats Agile Maneuvers^B, Combat Reflexes^B (9 AoO's/round), Deadly Aim (−4 attack, +8 damage), Impact Critical Shot, Improved Precise Shot^B, Improved Snap Shot^B, Manyshot, Martial Versatility (weapon focus, weapon specialization), Pin Down, Point Blank Shot^B, Precise Shot^B, Rapid Shot, Snap Shot^B, Stand Still, Weapon Focus (longbow^B), Weapon Specialization (longbow)

Skills Acrobatics +21, Handle Animal +17, Perception +26, Ride +24, Stealth +21, Survival +20 (+25 tracking); **Armor Check Penalty** −2

SQ hawkeye +4, safe shot

Combat Gear alchemical silver arrows (20), bleeding arrows (10), blunt arrows (20), cold iron arrows (20), durable arrows (50), durable adamantine arrows (10), dye arrows (20), flight arrows (20), lodestone arrows (20), pheromone arrows (20), smoke arrows (20), splintercloud arrows (20), tanglefoot arrows (20), trip arrows (20), whistling arrows (20); **Other Gear** +3 buckler, +3 *adaptive beaming conserving composite longbow*, *amulet of natural armor* +2, *belt of incredible dexterity* +6, *boots of speed*, *celestial armor*, *cloak of resistance* +5, *decoy ring*, *dusty rose prism ioun stone* (implanted), *efficient quiver*, *glove of storing*, *greater bracers of archery*, *knight's pennon* (battle), *lenses of detection*, *ring of protection* +2, *tender* (56gp)

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 31 lb. (excluding tender)

SPECIAL ABILITIES

Evasive Archer (Ex) You gain a +2 dodge bonus to AC against ranged attacks (not included).

Hawkeye (Ex) You gain a +4 bonus on Perception checks (included above), and the range increment for any bow you use increases by 20 feet.

Trick Shot (Ex) You can perform disarm, grapple, sunder, or trip combat maneuvers with a bow against any target within 30 feet, with a −4 penalty to your CMB. These maneuvers use up arrows as normal. A target grappled by an arrow can break free by destroying your arrow (hardness 5, hit points 1, break DC 13) or with an Escape Artist or CMB check (against your CMD −4).

Expert Archer (Ex) You receive a +3 bonus to attack and damage rolls when using bows (included above).

Safe Shot (Ex) You do not provoke attacks of opportunity when making ranged attacks with a bow.



SPECIALIZED ARROWS

Adamantine Arrows: These arrows are made of adamantine, bypass DR/adamantine, and ignore hardness 20 or less.

Alchemical Silver Arrows: An alchemical silver arrow is the bane of lycanthropes and devils alike. It bypasses DR/silver, but deals 1 less damage.

Bleeding Arrows: A bleeding arrow deals normal damage when it hits a creature. Each round thereafter, the creature bleeds for 1 point of damage until the bleeding is stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic. A critical hit does not multiply the bleed damage. Creatures immune to critical hits (such as plants and constructs) are immune to the bleed damage dealt by this weapon.

Blunt Arrows: These arrows have rounded wooden tips. They deal bludgeoning damage rather than piercing damage. An archer can use a blunt arrow to deal nonlethal damage (at the normal –4 attack penalty for using a lethal weapon to deal nonlethal damage).

Cold Iron Arrows: Arrows made of cold iron are the bane of many fey and demons alike. They bypass DR/cold iron.

Durable Arrows: Durable arrows don't break due to normal use, whether or not they hit their target; unless the arrow goes missing, an archer can retrieve and reuse a durable arrow again and again. Durable arrows can be broken in other ways (such as deliberate snapping, hitting a fire elemental, and so on). If crafted with magic (such as bane), the magic only lasts for one use of the arrow, but the non-magical arrow can still be reused or imbued with magic again.

Dye Arrows: Firing a dye arrow is a ranged touch attack; a creature struck by a dye arrow takes no damage but is splashed with black, blue, green, or red marker dye (see Pathfinder Chronicles Campaign Setting 213) sufficient to coat about 1 square foot.

Flight Arrows: These arrows have light shafts and special fletching to give them greater range. A flight arrow's range increment is 20 feet greater with longbows, 10 feet greater with shortbows. They deal damage as if one size category smaller.

Lodestone Arrows: You gain a +4 bonus on attack rolls when firing a lodestone arrow at a target wearing a significant amount of metal armor (at least chain mail or a metal shield) or made of metal. The increased magnetism fades 1 round after you activate it (a move action), after which time it is a normal arrow. In areas with a lot of magnetic metal, the attack bonus may drop to 0 or even become a penalty as competing sources steer the arrow away from your intended target. The magnetized arrow only deals half damage.

Pheromone Arrows: Any creature with the scent ability gains a +2 bonus on attack and damage rolls made against a target marked with a pheromone arrow. This effect lasts for 1 hour or until the target spends 1 minute washing. It otherwise functions like a normal arrow in terms of damage, range, and so on.

Raining Arrows: The reservoir of holy water is designed to burst on impact, hitting the target and splashing nearby creatures as if you had thrown the vial. A raining arrow has a –2 penalty on attack rolls due to its weight.

Smoke Arrows: This arrow is actually a specially-shaped smokestick that can be fired from a bow. It trails smoke as it flies, and creates a 5-foot cube of smoke where it strikes. It otherwise functions like a normal arrow in terms of damage, range, and so on.

Splintercloud Arrows: When fired, the numerous bone fragments tear themselves apart, forming a 5-foot burst of razor-sharp bones that deals 1d3 points of piercing damage (Reflex DC 18 negates).

Tangleshot Arrows: You fire a tangleshot arrow as a ranged touch attack; the arrow deals no damage when it hits, but the target is splashed with the alchemical adhesive. The reduced amount of the glue means this arrow is less effective than an actual tanglefoot bag (DC 10 Reflex save, DC 12 Strength check to break, 10 points of slashing damage to cut through, DC 10 Concentration check). The weight of a tangleshot arrow reduces the bow's range increment to half normal.

Trip Arrows: If the arrow hits, it makes a trip attack against the target with a CMB of +5; the target falls prone if the check succeeds, but if it fails the target cannot attempt to trip you in return.

Whistling Arrows: These arrows come with specially designed grooves and fletching that cause them to emit a loud keening sound audible within 500 feet of their flight path.