

SERVANT CLASS: ARCHER

Class Archer, Knight of the Bow and Heroic Spirit of the Bow, is one of the Three Knight Classes among the seven standard Servant classes summoned for the Holy Grail War. Servants placed within this Class excel in possessing powerful Noble Phantasms, are able to act as highly effective scouts, and are frequently Heroic Spirits from the Age of Gods when magecraft was still commonplace. The qualifying condition for the Heroic Spirits is not attributes, but instead the possession of powerful projectile weapons or special abilities related to projectile weapons. They possess high Magic Resistance as a Class Skill, so most modern magi are unable to inflict damage to them. They also possess Independent Action, allowing them the ability to act independently for a length of time without an active supply of magical energy from their Master. Servants will generally assume that the Noble Phantasm of an Archer-class Servant is their bow, but any projectile weapons, even firearms, can be indicative of an Archer.

KEY ABILITY

Strength or Dexterity.

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

HIT POINTS

10 plus your Constitution Modifier. You increase your maximum number of HP by this number at 1st level and every level thereafter.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Increase your proficiency rank in perception by one level.

SAVING THROWS

Expert in Fortitude
Expert in Reflex
Expert in Will

SKILLS

Trained in your choice of Acrobatics or stealth.

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Increase your proficiency rank for all weapons by one level.
(From trained to expert, expert to master, or master to legendary).

DEFENSES

Trained in all armor
Trained in unarmored defense

SERVANT PROFICENCY

As a servant, your initial proficiencies function in a different manner compared to standard classes.

Whenever your proficiency rank in Attacks and Defenses would normally increase to match your current rank, increase it by one additional rank instead (for example: if you are a fighter with a master proficiency in melee weapons at level 1, once your fighter class grants you master proficiency in weapons, your proficiency would then increase to legendary). This is capped at one rank above legendary, which is termed 'mythical,' resulting in an additional +2 on top.

SPIRUTAL BODY

Servants are made of Ether one of Five Great Elements, on its own it is amorphous and is incapable of materializing by its own power, with the power of the grail, the servants are able to gain a material form with a Spiritual Core serving as "their center, their heart, their CPU" that dictates their every function. While a servant may bleed and take damage to their organs, their true being resides in a Spiritual Core.

Servants are beings able to switch between a Spiritual Body and Material Body at will, although at a rate no faster than once per minute. While in spiritual form, they cannot be easily detected by enemies due to being invisible to the naked eye and most forms of scrying, or be affected by physical interference. They can travel where they please without being impeded by walls, but they also cannot carry anything in that state. Their senses are limited to spiritual sensations (*a sort of vague sense imagine being in the ethereal plane but without your normal senses*), so they must materialize in order to fully experience normal senses when sharing a visual link with their Master. Their upkeep cost is low when not materialized, so many Masters prefer them to stay in spirit form when they are not fighting or doing other tasks that require them to be in physical form to lower the cost on themselves.

Other servants can easily sense and interact with a servant in spirit form, while a magus may find it difficult to do so.

While in spirit form, your speed doubles, but you incur a -4 status penalty to AC (Armor Class), Perception and reflex saves, you are also flat-footed. Additionally, you are unable to make attacks or cast spells.

DYING AND UNCONSCIOUS CONDITIONS

As a servant, you do not fall unconscious when reduced to 0 hit points. Instead, you maintain consciousness but incur a penalty equal to twice your dying value on all rolls (such as damage rolls, saves, and checks).

Note that it is still possible to acquire the **unconscious condition** through other means.

Additionally, effects with the **death trait** that reduce your hit points to 0 only increase your dying value by 3, instead of causing immediate death.

TABLE 1-1: ARCHER CLASS ADVANCEMENT TABLE

Level	Class features
1	Ancestry and background, initial proficiencies, Mystic Ammunition, Incredible Initiative, Independent Action (C), Magic resistance (D)
2	Archer feat, The Master's Bow
3	Personal skill (D), Noble phantasm (D)
4	Archer feat
5	Magic resistance (C), Deft Impact
6	Archer feat, Personal skill (+++)
7	Noble phantasm (+++), Knight weapon specialization
8	Archer feat
9	Personal skill (+++)
10	Archer feat, Noble phantasm (+++), Independent Action (B), Magic resistance (B)
11	Deft striker
12	Archer feat, Personal skill (+++)
13	
14	Archer feat
15	Noble phantasm (+++), Personal skill (+++), Greater knight weapon specialization
16	Archer feat
17	
18	Personal skill (+++)
19	
20	Noble phantasm (+++)

CLASS FEATURES

You gain these abilities as a Archer. Abilities gained at higher levels list the level at which you gain them next to the features' names.

INCREDIBLE INITIATIVE

Your reflexes are lightning-fast, and your ability to react quickly to danger is unmatched. You've honed your senses and are always ready to spring into action, whether it's avoiding a surprise attack, drawing your weapon first, or navigating treacherous environments.

INCREDIBLE INITIATIVE

You react more quickly than others can. You gain a +2 circumstance bonus to initiative rolls.

MYSTIC AMMUNITION

Archers have the ability to materialise ammo for their ranged weapons using only their magical energy reserves. they can instantly create projectiles right before using their weapon. (This only affects ordinary ammo, and firearms still require to reload)

INDEPENDENT ACTION

Independent Action is the ability to remain independent even when rejecting the Magical Energy supply from one's Master; the ability that allows for action even in the absence of the Master. Independent Action is the Class Skill of the Archer class.

At higher ranks, Servants can stay in this world longer without a contract, independently from the Master's Magical Energy. This allows Masters to focus on larger spells, or maintain the Servant even if they're unable to supply Magical Energy due to injury. However, these Servants are harder to control and retain, making Command Spells the only reliable method of commanding them.

INDEPENDENT ACTION

- **D Rank:** It is possible for a Servant to stay in the world for **eight hours without a Master**
- **C Rank:** It is possible for a Servant to stay in the world for **one day without a Master**.
- **B Rank:** It is possible for a Servant to stay in the world for **two days without a Master**. However, this is the ideal value achieved by maximally conserving mana and avoiding battle and NP usage.
- **A Rank:** It is possible to take action even without a Master. However, to use NPs of great magical energy consumption, backup from the Master is necessary. At Rank A, it is possible for a Servant to stay in the world for about **a week without a Master**.
- **EX Rank:** At EX rank, Independent Action allows for nearly any act, whether related to combat or otherwise, to be undertaken without support from the Master.

MAGIC RESISTANCE

Magic Resistance, grants protection against magical effects. Differing from the Resistance effect that merely rejects Magical Energy, this ability cancels the spells altogether.

MAGIC RESISTANCE

- **D rank:** When targeted by a spell that is **below half your level**, you receive a **+2 status bonus on saves and AC**.
- **C rank:** You gain resistance **5** to the damage from spells **equal to half your level or less**.
- **B rank:** As a reaction , when targeted by a spell that is **equal to half your level or less**, you may attempt to **counteract** the spell using your weapon's attack bonus. The counteract level is **equal to half your level, rounded up**. If you **successfully** counteract the spell, you are unaffected by it, unless you choose to be. The counteract **DC** is the **spell's save DC plus half the spell's level**.
- **A rank:** Counteracting spells now requires only a **free action** . Additionally, once per day, you can turn one spell save into an **automatic critical success**.
- **EX rank: "Ma##C? On M#eE#eE?"** You **reflect** spells back to the caster when you **succeed at a counteract check**.

NOBLE PHANTASMS

Noble phantasms are powerful armaments made using human imagination as their core, and are the weapons and/or abilities owned by Heroic Spirits. As humanity's illusions, they embody the ultimate **Mysteries of a hero as symbols of their existence through historical fact and anecdotes**.

They can be physical weaponry (e.g. swords, spears, bows) or support items (e.g. shields, rings, crowns). They can also be abstractions such as unique, often magical abilities (even close to or matching True Magic), unique (even conceptual) means of attack, curses, and changes to the very environment and its physical properties. When summoned as Servants in the Holy Grail War, they are the trump cards of the heroes that allow them to overcome others in battle.

A servant may possess more than one Noble Phantasm; however, the more they have, the weaker each tends to be compared to possessing a single Noble Phantasm. Noble Phantasms also follow the skill ranking system (D | C | B | A | EX), with higher-ranked Noble Phantasms being more powerful.

Noble Phantasms are classified by their effectiveness against enemies. One Noble Phantasm may have multiple classifications depending on its abilities. The classification and properties of the Noble Phantasm dictate both the number of times it can be used and the duration required for the NP to 'recharge'.

- **Anti-Unit:** Anti-Unit Noble Phantasms are those specialized against defeating other people in single combat. Compared to stronger weapons, a

majority of Anti-Unit Noble Phantasms will not go beyond defeating other beings.

- **Anti-Army** - Anti-Army Noble Phantasms are those with a wide enough range to be specialized against armies. They are more powerful weapons than Anti-Unit Noble Phantasms, capable of easily blowing them away, but they must be used more wisely because of their larger cost.
- **Anti-Fortress** - This rank has powerful Noble Phantasms that can even blow away solid fortified structures. While the difference between Anti-Unit and Anti-Army is the variation in area of effect, Anti-Fortress Noble Phantasms are distinguished from other categories by the great difference in power.
- **Barrier** - The classification of Noble Phantasms used to create barriers, typically Bounded Fields, but it does not include those that are also used to attack.

There are numerous additional classifications for Noble Phantasms, including but not limited to Anti-Self, Anti-Country, and Anti-Purge.

CLASS SKILLS AND PERSONAL SKILLS

Skills are the embodiment of a Servant's various abilities and characteristics, (Riding skill, Magic Resistance etc). They are divided into two main categories: **Class Skills**, which are typically connected to the Servant's Class, and **Personal Skills**, which reflect abilities or anecdotes connected to the life and legend of the Servant themselves, Personal Skills typically outweigh Class Skills in impact.

Again, a servant may possess numerous Class and Personal Skills; however, they tend to be stronger when their number is fewer.

PROGRESSION

- **Class Skills:** From level 1, you have access to all your Class Skills, but they all start at their lowest rank, D. To progress a particular skill, you must retake the corresponding feat, which will increase its rank by one degree. This approach provides an incredible amount of versatility in your choice of Class Skills. All servant classes begin with two Class Skills at level 1 and acquire additional skills as they level up.
- **Personal Skills:** Similar to Class Skills, Personal Skills start at rank D and progress in the same manner, requiring the retaking of the same Personal Skills. The key difference is that Personal Skills progress at a much slower rate, starting at level 3 and advancing every 3 levels (as indicated by the '+++' symbol in the advancement table on page 2). Additionally, Personal Skills are not provided by the class and must be created in collaboration with your Dungeon Master."

- Noble phantasms:** Noble Phantasms follow the same progression rules as Personal Skills, with the difference being that they advance at an even slower rate, starting at level 3 and increasing at level 7, 10, 15 and 20. This progression allows for a maximum of six advancements in a Noble Phantasm.

The classification of a Noble Phantasm also plays a significant role. It is highly unlikely for a servant to possess more than one Anti-Army or Anti-Fortress NP, whereas an Anti-Unit NP is subject to fewer restrictions.

A RANK

Your skills can only get to A Rank after reaching **level 10**. If your class provides you with a class skill advancement that would increase your rank to A before level 10, you may **substitute** that advancement with a **Archer feat** appropriate for your level.

EX RANK

It is impossible to reach an EX rank simply by retaking a Class or Personal Skill from A rank. The only way to attain EX rank is through an **in-game secret**, which you may or may not discover. (To clarify, uncovering the secret will increase your rank by one and unlock the potential to reach EX rank, but it will not grant EX rank immediately, unless you are already at A rank in that specific skill).

THE MASTER'S BOW

2ND

Vigilantly protecting your master, you can swiftly intercept attacks aimed at them. You gain the Master's Bow reaction, allowing you to use your weapon to deflect strikes within your range.

THE MASTER'S BOW ↗

Trigger Your master is attacked by an enemy within your weapon's second range increment (or reach).

you may attempt to deflect the attack using your weapon. Make a strike against the incoming attack. If your strike roll exceeds the attack roll targeting your master, you successfully deflect the attack, preventing it from hitting your master.

This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

DEFT IMPACT

5TH

Through intense training and innate agility, you've learned to infuse each shot with pinpoint accuracy. You can now use your Dexterity modifier for damage rolls with all weapons, showcasing your skill in striking vital targets with unerring precision.

KNIGHT WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

DEFT STRIKER

11TH

Your exceptional agility and precision enhance your combat style. Melee weapons you wield gain the finesse trait for skillful strikes. Additionally, use your Dexterity modifier for damage rolls with any weapon, making each attack a display of your swift, lethal dexterity.

GREATER KNIGHT WEAPON SPECIALIZATION

15TH

Your damage from knight weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

ARCHER CLASS FEATS

MIND'S EYE

Mind's Eye, is a natural talent to foresee/sense and avoid danger on the basis of an innate 6th sense, intuition, or prescience. The accuracy of this instinct can be augmented by experience. Mind's Eye can also be a heightened capacity for observation, refined through training, discipline and experience. A danger-avoidance ability that utilizes the intelligence collected up to the current time as the basis in order to predict the opponent's activity and change the current situation.

The ability also grants an effect of offering resistance against penalties caused by visual obstructions.

- D Rank:** Your senses are constantly alert, allowing you to respond quickly to threats. you gain the **Nimble Dodge reaction**. If you already possess this the bonus increases to **+3 instead**.

You also gain a **+2 bonus to Perception checks**. The flat check DC in order to target hidden, undetected or concealed creatures is **reduced by 2**.

- C Rank:** Your intuition and observational skills are sharp, helping you to effortlessly see through deceptive visual obstructions and react swiftly to threats.

You gain the **Deny Advantage** feature against creatures of **one level higher than yours** or lower. You also gain the **Nimble Roll** feat. The flat check DC in order to target hidden, undetected or concealed creatures is further **reduced by 4**.

- **B Rank:** Your mind's eye allows you to analyze your surroundings and predict threats with incredible precision.
you also don't roll a flat check against concealed creatures. Additionally, you **double the distance** moved with the **Nimble Roll** feat. Your bonus to Perception checks becomes a **+3** instead of a **+2**.
- **A Rank:** Your senses and intuition are so refined that you can predict enemies' movements and react with supernatural speed.
You apply the effects of Deny Advantage against creatures of **any level**. You also gain an additional **reaction** ↳. Additionally your bonus to Perception checks becomes a **+4** instead of a **+3**.
- **EX Rank:** Your senses and intuition have reached their pinnacle, granting you unparalleled awareness and reflexes.
At the start of each enemy's turn, you **gain a reaction** you can use **only during that turn**.
You are constantly under the effects of the **True Seeing** spell. Additionally, you gain a **+2 bonus** to Saving Throws and AC.

VALOR

Valor is the ability to grow in strength in the face of danger. Not usable under the effects of **Mad Enhancement**.

- **D Rank:** If you have **a negative condition**, once per round, when you make a **successful attack**, you **regain hit points** equal to your level. Additionally, you gain a **+2 circumstance bonus** to your next saving throw following a **critical hit**.
- **C Rank:** You become **quickened** whenever you are **below half of your maximum HP**.
- **B Rank:** Whenever you are affected by **negative conditions**, you gain a circumstance bonus to **AC and attack rolls**. This bonus is equal to **1 plus either the number of negative conditions** affecting you **or the highest value** among these conditions, whichever is higher. This bonus goes **up to a maximum of 4**.
- **A Rank:** Three times per day, upon **being hit by an attack**, you may use **your reaction** to use any **skill feat or skill check** that requires no more than **1 action** ♦, with a **+2 circumstance bonus** to the check. If this counterattack is a **critical success**, you impose a **-2 penalty** on the attacker's next attack roll or skill check. Additionally, your B Rank ability now can provide **either HP or temporary HP**.

- **EX Rank:** The **B rank bonus** has no limit anymore. When you are **critically hit** or when your hit points drop **below a quarter**, you gain the following benefits **for a round**:
A +2 bonus to all saving throws.
Each **successful attack** against an enemy imposes a **-1 penalty** on that enemy's **attack rolls or AC** (your choice) until the end of **its next turn**. If you hit them again while this effect is active, **the ability's duration is extended by 1 round**, and the penalty value is **increased by 1**, up to a **maximum of 4**.

PRIVILEGE

Privilege is a skill that, due to the insistence of the owner, Skills that are essentially impossible to possess can be obtained for a short period of time.

- **D Rank:** Allows you to use any **D Rank Class Skill** of your class for **1d4 rounds**, after which you will be locked from using the same Class Skill.
- **C Rank:** Resets used **Class Skills** and allows you to use any **C Rank Class Skill** of your class for 1d4 rounds, after which you will be locked from using the same Class Skill.
- **B Rank:** Resets used Class Skills and allows you to use the same class skill **up to 2 times** before locking them.
- **A Rank:** Resets used Class Skills and allows you to use any **B Rank Class Skill** of your class for 1d4 rounds..
- **EX Rank:** Allows you to use any **A Rank Class Skill** of your class for 1d4 rounds. Class Skill will not be locked.

CHARISMA

Charisma is a composite Skill consisting of a person's charm as well as the natural talent to command or unify an army or country. Increases the ability of allies during group battles.

- **D rank:** Your innate charm makes you a natural leader for small groups, enhancing their confidence and resilience.
+1 status bonus to Diplomacy to influence others.
- **Mantle of Leadership :** As an action ♦, after a successful **Diplomacy or Intimidation check** in this turn or the last, you may grant **temporary hit points** equal to **half your level + Charisma modifier** to allies within **30 feet** (double on a crit success). An ally can gain this benefit only once per hour.

- **C rank:** Your leadership extends to larger groups and organizations, boosting their morale and combat effectiveness.
+2 status bonus to Diplomacy and Intimidation to influence others. Allies within **60 feet** get **+2 status bonus** against fear;
Bolstering Rally : Once per day as 2 actions **◆◆**, you may grant allies within 60 feet a **+1 status bonus** to attack rolls for 1 minute.
- **B rank:** Having B Rank in this Skill is sufficient to lead a nation. The morale of military forces you commands is extremely high.
Bolstering rally has no use limit anymore, and can now affect saving throws, and skill checks;
Ebbing Fatigue : once per day, reduce **1 negative condition by 1** for allies within 60 feet.
- **A rank:** You've achieved unparalleled popularity, making you a beloved figure capable of leading large armies and entire countries..
+3 status bonus to all Charisma-based skill checks. You also gain the benefits of the **Command Attention** feat. If you already possess this feat, increase its range to **60 feet** instead.
- **EX rank:** Your charisma transcends normal limits, allowing you to influence not just people, but the course of events themselves. Your presence alone can change the tide of battles, rallying entire civilizations to your cause.
+4 status bonus to all Charisma-based skill checks. **Bolstering Rally**'s bonus increases to **+2** instead of **+1**. **Mantle of leadership**'s temporary hit points are now equal to your **level + your charisma modifier**;
Action's Dawn : once per day, grant an **extra action** **◆** to allies within 80 feet, for 1 round.

CLAIRVOYANCE

Clairvoyance is a visual ability that is also called Hawkeye. It is frequently used during scouting. Simply looking from a high location is sufficient to fully survey a town and search for enemies. In addition, Clairvoyance will affect the accuracy of bows. It connotes superior visual perception and dynamic occipital capture, such as to supplement the long-range aiming of projectile weapons. At higher ranks, it is possible that the bearers of this Skill have acquired abilities such as precognition and other forms of perception beyond standard eyesight.

- **D Rank:** When using the **Seek action** **◆**, your scanning area is always treated as sight. Additionally, when making a **Perception check**, you can **roll twice and use the higher result**.

- **C Rank: Ether Gaze** - Once per day, use the **Seek** action **◆** to look through physical barriers up to **60ft** away (make a Perception check against the spell DC for magical barriers). **Deflective Shot** - You can track incoming **projectiles within your line of sight**. As a reaction **◆**, make a **ranged strike** against an incoming projectile. If your attack roll **equals or exceeds** the attack roll of the projectile, you **deflect or destroy it**.
- **B Rank: All Range Vision** - You have no **range increment penalty**, and all **imprecise** senses become **precise**.
- **A Rank: Cast Read Omens** once per day. **Eagle Eye Shot** - Once per day as a free action **◆**, when you hit a creature you may change it into a **critical hit**. (ineffective against NPs).
- **EX Rank:** Gain unlimited clairvoyant sight within your **current plane**. Creatures that you can see cannot be **concealed, hidden, or undetected**. Your clairvoyance **cannot peer through** Unbounded Fields or magically protected areas. **Reflexive Mastery** - Once per day as a free action, for one round, automatically **dodge all attacks** and **critically succeed** on all Reflex saves.

FREESHOTTER

Freeshotter is a unique ability that combines arcane knowledge with exceptional skill in weapon handling, transcending traditional weapon mastery. This ability reflects a deep connection between the user and their chosen weapon, be it a bow, firearm, or any other projectile or melee weapon. It embodies an innate understanding of the weapon's potential, guided by both intuition and magical insight, allowing for extraordinary feats of accuracy and power.

- **D Rank: Projectile Replicator** - As a single action **◆**, you can **record** a specific projectile and replicate it as your **Mystical Ammunition**. All subsequent ammunition you create with this feature will mimic the recorded projectile's properties until you choose to record a different type with this ability again.
- **C Rank:** Your expertise in combat **reduces** your **Multiple Attack Penalty (MAP)** by 1. For example, your second attack in a round would be at a -4 penalty instead of -5, and your third attack would be at -8 instead of -10.

- **B Rank: Echoing Twinshot** - Once per day, as a free action ♦, you can activate the ability to **duplicate** every projectile you fire for **one round**. When you make a **Strike**, you simultaneously make **two Strikes** instead, and both share the **same MAP** without increasing beyond what a normal single Strike would incur.
- **A Rank: Hailstorm** - Once per day, as a single action ♦, you can unleash a barrage of projectiles, making **one Strike** against **each target within your line of sight and range**. These Strikes are each subject to the **multiple attack penalty individually**.
- **EX Rank: Hawk's Flurry** - Once per day, as a two-action activity ♦♦, you can initiate a flurry of attacks. You make **consecutive Strikes until you miss an attack**. Each Strike in this flurry benefits from a **MAP reduced by 1** (e.g., the second Strike would be at a -3 penalty instead of -4, the third at -6), to a minimum of -1.

ACCURACY

This skill is tailored for those who prefer the strategy of waiting for the opportune moment to unleash a powerful, focused attack on a single target. It emphasizes quality and precision over quantity, enabling the user to inflict significant damage with minimal but highly effective strikes.

- **D Rank: Focus Target** - Once per encounter, as an action ♦, designate one creature as your **Focus Target** for 1 minute. Once per turn, one attack that hits this target **ignores its immunities and resistances**. While your Focus Target is alive, you take a **-2 penalty** to attack rolls against other creatures.
- **C Rank: Precise Aim** - As an action ♦, when you have an enemy in sight, you can spend an action to gain a **+1 bonus to your next attack roll** against that specific enemy. This bonus stacks with itself, up to a **maximum of +5**.
- **B Rank: Piercing Strike** - Once per turn, your attack can **bypass physical barriers** and **ignore cover** when targeting an enemy whose location you know. This **does not** negate concealment unless you can see the target. Additionally, you can designate a Focus Target as a **free action** ♦ instead of a single action.

- **A Rank: Keen Attack** - Once per turn, when you make an attack roll, you can **roll twice and use the better result**. You can **change your Focus Target** as a free action ♦ when the current one dies, effective for a minute from the initial designation. Additionally, you gain an **extra reaction** ♦ to attack your Focus Target when **another creature damages it**.
- **EX Rank: Reactive Strike** - You gain the Reactive Strike feat and can use it within your **weapon's range or reach**. **Maximized Strikes** - For **1d4+1 turns** as a free action ♦, every Strike you make deals **maximum damage**, rolling the highest possible number on each damage die.

MARKSMANSHIP

The Marksmanship skill is ideal for combatants who specialize in firearms and tactical ingenuity. It focuses on adaptability, precision, and clever environmental utilization. Users can modify their attacks, ricochet shots, and integrate seamless reloading. This skill rewards creativity and precision, enabling users to outmaneuver opponents and deliver unpredictable, impactful shots.

- **D Rank: Adaptive Arsenal** - This feat allows you to modify your weapon to suit various combat situations. **Once per day**, as a single action ♦, you can imbue your weapon with one of the following traits for 1 minute: **Agile, Concussive, Kickback, Scatter, Double Barrel, Backstabber, Razing, or Propulsive**.
- **C Rank: Unbelievable** - Showcasing exceptional talent, you can make projectiles bounce off solid surfaces to hit targets from unexpected angles. When you **attack with a thrown or ranged weapon**, you can have **the projectile ricochet** off a solid surface. This attack incurs a **-1 penalty to hit** but deals an additional **1d6 damage** on a successful hit. You can ricochet a projectile up to **4 times consecutively**, accumulating penalties and bonuses, although a hit or miss on a creature **ends the sequence**. Each ricochet **extends the range of a thrown weapon** by half its original range from the point of impact. Certain actions that enable multiple projectile attacks may allow **ricocheting between projectiles**.
- **B Rank: Efficient Loader** - Your rapid, precise reloading melds seamlessly into combat's rhythm. When **reloading** a firearm, you can perform an **activity** that requires **no more actions than the reload** as a free action ♦. This activity cannot be an **Attack or Casting a Spell**.

- **A Rank: Endless Bounce** - If your ricochet **misses a creature**, you can continue the chain until **you hit or reach your ricochet limit**, as long as there's a solid surface to bounce from. Additionally, on a **critical hit** with a ricochet, you can immediately make another **free-action ♦ ricochet** against a **different target within range**, without increasing your ricochet count. This does not increase **the penalty or damage bonus**.
- **EX Rank: Boundless Reflections** - Your ricochet limit **increases to 10**. Once per day, as a free action ♦ for **1 minute**, you can reverse the **ricochet penalty to become a bonus**. During this state, you cannot intentionally **MISS**.

GRENADIER'S ARSENAL

Grenadier's Arsenal is a skill that blends alchemical expertise with tactical combat savvy, elevating the use of explosives to an art form. This skill demonstrates not just mastery in creating and deploying bombs, but also in strategically utilizing them for various battlefield scenarios. It's about precision, control, and versatility, transforming each explosive into a multi-faceted tool for offense, control, and even defense. This ability turns the wielder into a master tactician, capable of shaping the outcome of battles with well-timed and expertly crafted explosions.

- **D Rank: Explosive Expertise** - You gain the ability to use bombs as **ammunition for a ranged weapon**. This allows you to apply the **weapon's range increment** to your bomb attacks. For these attacks, you may use **your proficiency** in alchemical bombs instead of the **weapon's proficiency**. Additionally, you add **your Strength modifier** to the bomb's **damage**, bypassing certain **penalties** such as the splash trait.
- **C Rank:** When you hit a target with a bomb, you can **apply one of the bomb's additional effects** (such as the debilitation effects of a Frost Vial or the persistent damage of an Alchemist's Fire) to **all creatures affected by the splash damage**. **Compound Blast Synthesis** - As two actions ♦♦, you can merge **the effects of another bomb** you have onto **the next bomb you're going to attack with**. If they have abilities that require a DC, use **the higher DC** between the two. For damage, use the **higher damage** of the two bombs **plus half** the other bomb's damage dice.
- **B Rank:** When attacking with a bomb that has the splash trait, the **splash damage equals the bomb's normal damage**. You can also choose to **exclude squares from the splash radius**, up to a number equal to your **Intelligence modifier**.

- **A Rank:** You **increase** the radius of your bomb's splash damage **by 10 feet**. **Dynamis Ignition** - Once per day, for 1 minute, **all bombs** you attack with **gain the splash trait**. If a bomb does not deal damage on its own, the splash damage **becomes 1 force damage**.
- **EX Rank: Ultimate Fusion** - Once per day, you can create a **Master Bomb** as an action ♦. This bomb is a combination of up to **5 bombs** you possess, without consuming the combined bombs. Use **the highest DC** among them and **combine all their damage**. The Master Bomb lasts for **12 hours**, after which **it explodes**, releasing all the stored effects. Additionally Creatures affected by your bombs treat **all their saving throws** as one degree of success worse.

THROWER OF ARMS

Thrower of Arms is a skill that melds tactical finesse with an uncanny proficiency in thrown weapons, transcending conventional combat techniques. It embodies a unique synergy between the wielder and an arsenal of thrown weapons, overwhelming enemies with a relentless barrage. This ability not only showcases the user's ability to adapt to any combat scenario by bypassing traditional weapon restrictions but also their talent in turning each throw into a strategic advantage.

- **D Rank: Quick Arsenal** - When executing a **Strike** or any action that necessitates using a weapon, you can **draw as many weapons** as needed as a Free Action ♦. This ability is particularly beneficial for activities like **Twin Takedown**, where wielding two melee weapons, each in a different hand, is required. For instance, you can **draw both weapons** seamlessly before using Twin Takedown. This feature is also advantageous for thrown weapons, allowing you to **draw, throw, and then draw** another weapon for a subsequent attack within the same action.
- **C Rank:** You can **ignore weapon-type restrictions** (such as melee, ranged, thrown, club, spear, etc.) when utilizing **abilities or feats** that typically impose such limitations. This bypass does not extend to **trait restrictions**, and there may be circumstances where it is **not applicable** due to practicality.
- **B Rank:** The **range increment and reach** for your thrown weapons is **doubled**. **Weapon Barrage** when preparing to make a Strike with a thrown weapon, you can **draw up to 4 thrown weapons** simultaneously and launch them all as part of the **same Strike**. Each weapon contributes a **+1 bonus to the attack roll** and an additional **damage bonus**

Furthermore, this action increases the **critical hit range of the Strike by 1** (e.g., a critical hit occurs on a roll of 11 or more above the target's AC instead of 10).

- **A Rank: Defense Shatterer** - Each time you successfully **hit an enemy with a Strike**, that enemy incurs a **-1 circumstance penalty to their Armor Class**. This effect is cumulative for each **distinct weapon that hits them**, to a maximum penalty of **-5**. The penalty lasts until the start of the affected creature's next turn. This rule represents your ability to exploit and widen gaps in an enemy's defense with each successive hit.
- **EX Rank:** You can draw up to **10 weapons instead of 4** with Weapon Barrage. **Critical Momentum** - Once per day, for one minute, whenever you score a **critical hit**, you regain **1 action** ♦ for that turn. This effect symbolizes the invigorating rush and momentum gained from executing a highly effective strike.

BEACH FLOWER

Beach Flower is a skill that determines the amount of attention one can attract from interested individuals at the beach. Upon acquiring this class skill, you officially become a **Summer Servant**.

- **D Rank:** Whether intended or not, your presence at the beach inevitably draws glances.
- **C Rank:** The passionate adoration of those seeking the essence of summer becomes a means to fulfill your desires.
- **B Rank:** A charisma unique to summer. However, at the beach, it falls just short of the destructive allure of other Servants.
- **A Rank:** You have attained the status akin to that of a celebrity.
- **EX Rank:** A deity of summer has arrived. "No, no, I am indeed a deity." The beach, or under a parasol, presents an opportunity to showcase your elegance. It's a strategy of displaying extra charm during the summer, ensuring that by the time others return to their routine lives, they are already hopelessly enamored.