

# SKIRMISHER

## Prestige Class

Skirmishers are specialists in harrying and harassing opponents from flanking positions or on the outskirts of combat. Although the development of the Skirmisher arose under military situations, the utility of these tactics and abilities was demonstrated in other situations as well where direct assault alone may be difficult. Skirmishers were particularly evident in the Giant Wars of the late Imperial period (VE:300-350). Skirmishers rarely stand and face opponents directly but rather use position and movement to take advantage of openings and weaknesses.

## Requirements

Base Attack Bonus of +5

Feats: Mobility, Spring Attack, Shot on the Run, Run

**Hit Dice:** d10

**Weapon & Armor Proficiencies:** All Simple and Martial Weapons, All Medium Armor

**Class Skills:** Ride, Climb, Handle Animal, Hide, Jump, Move Silently, Spot, Swim

Skirmishers get 2+Int bonus skills per level

## Progression Chart

	Attack Bonus	Fort	Ref	Will	Special Abilities
1	+1	+0	+2	+0	Increased Speed (+10 <sup>ft</sup> ), Covered Strike +1
2	+2	+1	+2	+1	Sniper Strike - increased critical multiple +1
3	+3	+2	+3	+1	Free Attack, Covered Strike +2
4	+4	+2	+3	+2	Ranged Flanking
5	+5	+2	+5	+2	Escape, Covered Strike +3
6	+6	+3	+5	+3	Extended Threat Range +5 <sup>ft</sup> , Sniper Strike +2
7	+7	+4	+6	+3	Move with the Battle, Covered Strike +4
8	+8	+4	+6	+4	Increased Speed (+20 <sup>ft</sup> )
9	+9	+4	+8	+4	Seeking Shot
10	+10	+5	+8	+5	Sniper Strike +3

## Class Features:

*Increased Speed* [Ex]: Skirmishers gain +10<sup>ft</sup> base Speed when wearing medium or light armor.

*Covered Strike* [Ex] Skirmishers develop a sniper ability. If they prepare a strike or shot for a creature entering an area (see *prepared action*), then they increase the chance of a critical threat by one.[Thus a Nat 20 becomes a Nat 19]. The area they can cover is equal to 1 - 5<sup>ft</sup> square per Skirmisher Level, they must all be connected. (Thus a 4<sup>th</sup> level Skirmisher can cover 4 - 5<sup>ft</sup> areas, a 10<sup>ft</sup> x 10<sup>ft</sup> patch, or a 5<sup>ft</sup> by 20<sup>ft</sup> patch. This stacks with the Improved Critical Feat and Keen weapons.

In addition, once in the area the target is considered threatened, so if it does anything that would provoke an attack of opportunity, cast a spell, fire a crossbow, then the Skirmishers gets such an attack, however such AOOs do not get the improved chance of a critical hit.

*Sniper Strike* [Ex]: Skirmishers do increased critical damage with all attacks. Thus a x2 damage becomes x3. This increases every four levels (+2 at 6<sup>th</sup> +3 at 10<sup>th</sup>). This stacks with any other bonuses

*Free Attack* [Ex]: Once per round, whenever an ally within line of sight gains an attack of opportunity against a foe, the Skirmisher can make one ranged attack against the same foe at her highest bonus as a free action.

*Ranged Flanking* [Ex]: At 4<sup>th</sup> level the Skirmisher can flank an opponent with a missile attack, if the foe is in melee with an ally directly opposite the Skirmisher. Only the Skirmisher gets the flanking bonus, however if the Skirmisher hits, the foe must make a Fortitude save (DC = 10 + damage of Skirmisher's attack) or threaten an attack of opportunity from the ally in melee. (This sort of provoking an AOO does not give the Skirmisher a Free Attack)

*Escape* [Ex]: 5<sup>th</sup> level Skirmishers do not provoke attacks of opportunity from creatures for the first two squares they pass through when all they do is move. Thus a Skirmisher can avoid provoking attacks of opportunity so long as they do not pass through three threatened squares of any one opponent.

*Extended Threat Range* [Ex]: At 6<sup>th</sup> level the Skirmisher is able to make a 5<sup>ft</sup> move in order to extend her threat range for attacks of opportunities (just as though she had a reach weapon). Thus a Skirmisher threatens a much wider area, note, that if the Skirmisher has reach already, the area she threatens is even further extended.

*Move with the Battle* [Ex] at 7<sup>th</sup> level, a Skirmisher can make all of her attacks and move her full speed. The first attack must take place before any movement, the rest of the attacks must take place at the end of all movement. Both attacks take a penalty of -2 to hit.

*Seeking Shot* [Su]: At 9<sup>th</sup> level the Skirmisher becomes adept at striking particular targets in a crowd. Same sized creatures or smaller no longer afford any cover to other creatures. Thus a medium sized foe surrounded by small and medium creatures would gain no cover bonuses, but would gain cover from large creature.