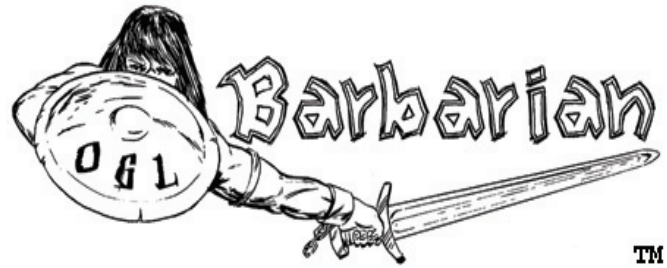


THE HAWKEYE

PRESTIGE CLASS



TM

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“surely, you and your daunting axe and strapping arm have nothing to fear from me and my tiny knife.”

Whether trading civilized roadways or the backwood wilds of the frontier, there are individuals to be found who devote themselves to the mastery of one weapon or fighting style. Hawkeyes are just such warriors, having dedicated their attentions to becoming the foremost wielders of thrown weapons known. They are practitioners of finesse in a world where brute force is the norm.

CAMPAIGN USE

In troubled lands where a large sword and sturdy shield tend to grant a modicum of respect after little more than an appraising eyeballing, hawkeyes are often seen as weak and poorly armed –easy marks. A wily hawkeye uses this to his best advantage – although their vocations vary, many hawkeyes choose to become assassins and bodyguards, using their inoffensive visage and deadliness with small, easily concealed weapons to gain the upper hand on overconfident thugs.

Pursuing the soldier class is likely the quickest route to meeting the hawkeye’s requirements. The soldier will quickly provide the required base attack bonus and feats (not to mention increase the chance of surviving the attempt to fulfill the special requirement), although a level or two of thief would help with the requisite skill ranks.

Hit Die: d8

REQUIREMENTS

Base Attack Bonus: +6

Skills: Jump 4 ranks, Perform (Juggler) 8 ranks, Craft (Weaponsmith) 4 ranks

Feats: Dodge, Point Blank Shot, Precise Shot, Rapid Shot

Special: A hawkeye must have defeated a foe of at least 40 hit points by himself using only thrown weapons

CLASS SKILLS

The hawkeye’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (any mundane) (Int), Escape Artist (Dex), Jump (Str), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

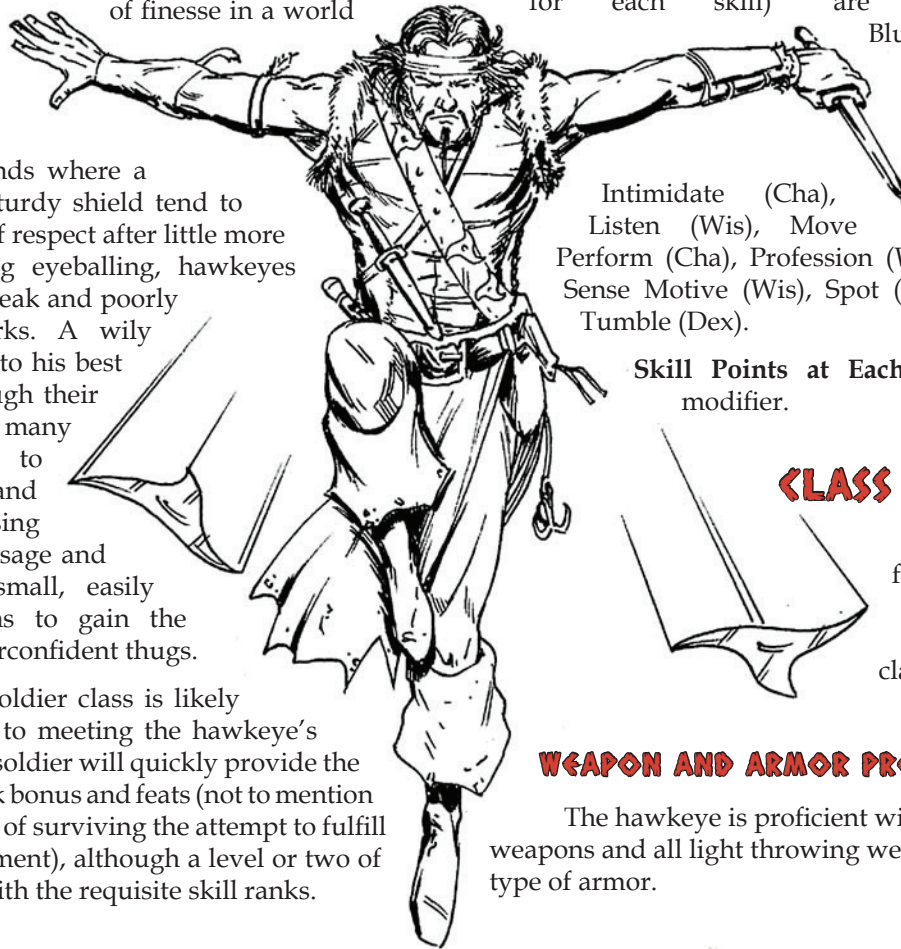
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the hawkeye prestige class.

WEAPON AND ARMOR PROFICIENCY

The hawkeye is proficient with all simple weapons and all light throwing weapons, but no type of armor.



HAWKEYE THROW

This bonus replaces the character's usual base attack bonus whenever using thrown weapons or objects.

SAFE TOSS

The hawkeye may throw a weapon as a ranged attack while within an opponent's threatened area without drawing an attack of opportunity.

EVASION

If exposed to any effect that would normally allow a character to attempt a Reflex saving throw for half damage, a 3rd level hawkeye takes no damage with a successful saving throw. Evasion can only be used if wearing light or no armor.

BONUS FEATS

Select an additional feat from the soldier's bonus feat list. Note that hawkeyes lean towards feats that focus on missile weapons, agility, speed, and the senses. The following bonus feats may only be taken if applied to small-sized or smaller throwing weapons: Grater Weapon Focus, Greater Weapon Specialization, Weapon Focus, Weapon Specialization.

BULL'S-EYE THROW

Starting at 4th level, as a full round action the hawkeye may attempt an incredibly well aimed throw at an opponent's weak spot, gaining a bonus of +1d4 damage. This ability increases by an additional +1d4

at levels 6, 8, and 10. If the hawkeye has more than one attack, each used to throw a weapon or object gains the benefit of this damage bonus. Any creature that is immune to or mystically guarded against critical hits cannot suffer the additional damage of a bull's-eye throw.

DARING DODGE

When not wearing armor and wielding no melee weapons or thrown missile weapons (this includes weapons such as daggers that may also be used in melee), a 5th-level hawkeye adds his base Will save bonus (no attribute or other modifiers) to his Dodge bonus. If the hawkeye is denied his Dexterity bonus to his Dodge bonus, he also loses this bonus.

MID-AIR PARRY

At 9th level, the hawkeye may sacrifice an attack of opportunity in an attempt to knock a missile or projectile from the air with an attack from one of his own *thrown* weapons. The targeted missile must pass through the area within 15 feet of the hawkeye. If the hawkeye has Combat Reflexes then he may use more than one of his attacks of opportunity in this manner although only one mid-air parry attempt is allowed per targeted projectile.

The attack DC to successfully strike and parry the target is (5 + attacker's ranged attack bonus with the missile). This maneuver only works against missiles of equal size, smaller or one size larger than the size of the weapon the hawkeye is using to parry the targeted missile.

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THE HAWKEYE

Level	base attack bonus	throw attack bonus	base dodge bonus	base parry bonus	magic attack bonus	fort save	ref save	will save	special
1	+0	+1	+0	+0	+0	+0	+2	+0	Safe Toss
2	+1	+2	+1	+1	+0	+0	+3	+0	Evasion
3	+2	+3	+2	+1	+0	+1	+3	+1	Bonus Feat
4	+3	+4/+1	+3	+2	+1	+1	+4	+1	Bull's-Eye Throw +1d4
5	+3	+5/+2	+3	+2	+1	+1	+4	+1	Daring Dodge
6	+4	+6/+3	+4	+3	+1	+2	+5	+2	Bull's-Eye Throw +2d4
7	+5	+7/+4/+1	+5	+3	+1	+2	+5	+2	Bonus Feat
8	+6/+1	+8/+5/+2	+6	+4	+2	+2	+6	+2	Bull's-Eye Throw +3d4
9	+6/+1	+9/+6/+3	+6	+4	+2	+3	+6	+3	Mid-Air Parry
10	+7/+2	+10/+7/+4/+1	+7	+5	+2	+3	+7	+3	Bull's-Eye Throw +4d4

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