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THE BOWMAN©

Races Allowed: Human, Half-elf, Elf

Hit Dice: 6-sided

Experience: As Fighter

Required Stats

Con: 14

Str: 12

Must have Dex of 16

at 17 they gain +1 to hit w/ missile

at 18 they gain +2 to hit w/ missile etc.

Abilities: No range weapon penalty for distance,

Proficiencies:

The Bowman is proficient in 5 ranged weapons and receive an additional proficiency every 3 levels

They have 1 melee weapon proficiency and receive another every 6 levels

+2 HP for every level attained after the 9th.

| Specialties: | <u>Lvls:</u> | <u>To Hit:</u> | <u>Dam</u> |
|--------------|--------------|----------------|------------|
| | 1-4 | +1 | x1 |
| | 5-8 | +2 | x1.5 |
| | 9-12 | +3 | x2 |
| | 13+ | +4 | x2.5 |

| <u>Proficiencies</u> | <u>RangedLvl</u> | <u># of Missile Attacks</u> | |
|----------------------|------------------|-----------------------------|--------------------------------|
| 5 | 1/3 | 1-6 | 1 (2 shots with bow p/round) |
| | | 7-12 | 3/2 (3 shots with bow p/round) |
| 1 | 1/6 | 13+ | 2 (4 shots with bow p/round) |

Restrictions:

Only get a Con bonus of up to 16

No 2-handed/hand and a half/pole arms permitted

Able to wear at best Studded Leather (or elfin chain mail)