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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)