

## CASTLES & CRUSADES: MARKSMAN CLASS

The Marksman is a master of precision, aim, and a single ranged weapon. A specialist in every sense of the word, there is no target that a Marksman cannot hit with their chosen weapon. Most such professionals are found within armies as snipers or traveling the world performing as trick shot artists. Some few hire themselves out as assassins or enforcers. Fewer still are those that seek greater challenges amongst adventures where they can measure their skills in full against the most powerful of monsters. Marksmen hate to be weighed down by heavy armor and profess only marginal melee combat skills. They understand the value of stealth and that not every battle should be a frontal assault.

### abilities:

**Chosen Weapon-** At 1<sup>st</sup> Level, the Marksman chooses a weapon from the following selection. With weapons of this type, and only of this type, the Marksman gains a +2 to hit bonus on attack rolls. Longbow, Composite Longbow, Shortbow, Composite Shortbow, Hand Crossbow, Light Crossbow, Heavy Crossbow, or Sling. (Firearms would be part of this list if you use them as part of your campaign.) This comes at the expense of skill with other allowed weapons, such as dagger or short sword which are picked up far more slowly (reflected by a -1 to hit penalty when melee weapons are used.)

**Precise Aim-** At 3<sup>rd</sup> Level, the Marksman is able use their chosen weapon to make difficult shots (such as firing into melee or at the rope holding the chandelier aloft) with only half of the normal penalties. If the Marksman takes the round before firing to aim, then they may make the shot without penalties.

**Trick Shot-** At 5<sup>th</sup> Level, the Marksman is able to use their chosen weapon to make impossible shots (such as using the wall shield to deflect a shot around a corner, firing over their shoulder using a mirror to aim, or while flying through the air after being shot from a catapult) with a -6 to hit penalty. If the Marksman takes the round before firing to aim, then the to hit penalty is reduced to -4.

**Improvised Missile-** At 8<sup>th</sup> Level, the Marksman is so skilled with their chosen weapon, that they may use any item as ammunition that is approximately the same size and shape of their normal ammunition. (ie. An icicle or straight stick might substitute as an arrow or crossbow bolt.) Attack rolls made with improvised missiles are made with a -2 penalty to hit and do half normal damage to the target.

**Unearthly Precision-** At 12<sup>th</sup> Level, the Marksman has reached the pinnacle of their skills. The Marksman's aim is so precise that they gain a +5 damage bonus when using their chosen weapon. This bonus increases at a rate of +1 every third level after twelfth.

**Prime Attribute: Dexterity**

**Alignment: Any**

**Hit Dice: d8**

**Weapons: Club, dagger, dirk, hatchet, Katar, knife, light pick, sap, sickle, and short sword**

**Armor: Padded, Leather Coat, Leather, Ring Mail, Hide, Studded Leather, Laminar Leather**

**Abilities: Chosen Weapon, Precise Aim, Trick Shot, Improvised Missile, Unearthly Precision**

<b>LEVEL</b>	<b>HD</b>	<b>BtH</b>	<b>EPP</b>
1	d8	+0	0
2	d8	+0	2001
3	d8	+1	4001
4	d8	+2	8001
5	d8	+3	16001
6	d8	+4	32001
7	d8	+5	64001
8	d8	+6	128001
9	d8	+7	256001
10	d8	+8	400001
11	+4 HP	+9	650001
12	+4 HP	+10	900001
13+			+200000 per level