

CASTLES AND CRUSADES: ARCHER CLASS

While Fighters spend time training with armor and weapons of all types, the Archer specializes less in bladed combat or armor and more time perfecting their aim and speed with bows. The Archer is inferior to a straight fighter in terms of sheer combat ability but under the right circumstances, and with practice, can be as deadly as any assassin with their chosen weapon.

abilities

Bow Specialization- At first level, the Archer specializes in all types of short or long bows. Like a fighter, the Archer gains a +1 hit and damage when attacking with bows.

Mighty Pull- At first level, the Archer's extensive practice with the bows has developed their arm strength to wring every bit of potential the bow being used may have, increasing the range of the bow by an additional 25-percent. (ie. A short bow has a range of 60-feet. An archer using this bow would have a range of 75-feet.)

Rapid Shot- At third level, the Archer gains a second attack with any type of short or long bow. To hit rolls are made as normal without penalties, functioning much the same as a fighter's multiple attack ability. An third attack per round is obtained at seventh level and a fourth attack at eleventh level.

Eagle Eye- By fifth level, the Archer has developed their aim to such an extent that they may fire into melee without fear of striking a friendly target should they miss, normal penalties apply. If Archer spends the previous round taking careful aim they may ignore any penalties that would apply to firing into the melee. If the Archer is not firing into melee and spends the previous round taking aim, they may make the to hit roll at +4.

Bullseye- By tenth level the Archer has honed their skills to a level frighteningly far above the norm. The archer gains a +3 to hit and damage bonus per arrow fired in addition to any bonuses already in effect while using their weapon of choice.

Prime Attribute: Dexterity

Alignment: Any

Hit Dice: d8

Weapons: Any short or long bow, dagger, short sword, hand axe, or other single handed weapon with an EV 2 or less.

Armor: Padded Armor, Leather Coat, Leather Armor, Ring Mail, Studded Leather, Laminar Leather, Mail Shirt, Bronze Breastplate, Buckler, any helmet excluding Great Helm.

Abilities: Bow Specialization, Bullseye, Eagle Eye, Mighty Pull, Rapid Shot

LEVEL	HD	BtH	EPP
1	d8	+0	0
2	d8	+1	1751
3	d8	+2	3501
4	d8	+3	7001
5	d8	+4	14001
6	d8	+5	25001
7	d8	+6	50001
8	d8	+7	90001
9	d8	+8	150001
10	d8	+9	200001
11	+4 HP	+10	350001
12	+4 HP	+11	500001
13+			+200000 per level