Origin of the Eye

Weapon Proficiency: Ranged

Starting Package: Weapon (D12 damage), 3 Healing Potions, 15ft Rope, Torch, Bedroll, 45 copper, 1 gold, 3 days rations, Bottle with Cork (empty), Sting of Beads, Scraps of Leather.

Level Advantage

1 – Plus 3 to HP, Plus 1 to Reflex

2 - Jam Lock - You are able to jam any non-military lock for 1 D10 rounds in combat or 1 hour outside of combat

3 - HawkBlood – Adds 3HP everytime you level up in addition to standard roll

4 – 5 Stat Points

5 – Nature’s Bond – Gain temporary 5HP while fighting in a natural environment

6 – Healing Waters – Bless water to heal yourself only up to 4HP per level

7 – Attack Prowess increased by 1 Die

8 – Hunter’s Eye – Adds plus 1 to all Attack Rolls

9 – Defense Prowess increased by 1 Die

10 – High Velocity – Adds D6 damage to all successful ranged attack hits

11 – Bonus Focus Power

12 – 5 Stat Points

13 – Bonus Focus Power

15- Attack Prowess increased by 1 Die

16 - Shake it Off – Immune to Critical Attacks

17 – Strong Arm – Add Strength to a Single Attack’s Damage

18 – Trident Shot – Shoot 3 Arrows at once, can hit a single target or can roll for up to 3 targets.

19 – Bonus Focus Power

20 - Oaken – 10 Stat Points, Attack and Defense Prowress increases to D20, HP increased by 40, Can Ascend to Erelim Status.