

Archer (Fighter)

The archer is a fighter subclass that focuses, primarily, on ranged combat with all manner of bows; from stick bows, such as short- and longbows, to recurved bows and crossbows. While they lack the melee capabilities of typical fighters, their mastery of ranged combat makes them formidable foes, whether on the open battlefield or when sniping at foes from hidden positions far removed from melee.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Archery Expertise (2), Bow Specialization (+2)
2	2	+2	Point-Blank Shot
3	3	+3	
4	4	+4	Skirmisher
5	5	+5	Extra Attack (1)
6	6	+6	Archery Expertise (3), Bow Specialization (+3)
7	7	+7	2 nd Bow Specialization Weapon
8	8	+8	
9	9	+9	
10	+3	+10	Extra Attack (2)
11	+3	+11	Archery Expertise (4), Bow Specialization (+4)
12	+3	+12	
13	+3	+13	3 rd Bow Specialization Weapon
14	+3	+14	
15	+3	+15	
16	+3	+16	Archery Expertise (5), Bow Specialization (+5)
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

- Ability Requirements: Strength 13, Dexterity 13
- Permitted Races: All
- Hit Die Type: d10 (6)
- Alignment: Any
- Weapon Proficiencies: All
- Armor Proficiencies: Light and medium armor
- Saving Throw Proficiencies: Dexterity and Constitution
- Skill Proficiencies: Any 4 of the following: Acrobatics, Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Medicine, Nature, Perception, Profession (any), Religion, Stealth, or Survival
- Starting Funds: 5d4x10 gold pieces.



Archery Expertise

Archers offset all attack penalties due to cover and concealment (pages 67-68) by 2. These penalty reductions increase to 3 at level 6, 4 at level 11, and 5 at level 16.

Bow Specialization

Archers add 2 to all ranged attack and damage rolls made with one type of bow or crossbow, such as short bows or light crossbows. This damage bonus increases by 1 at archer levels 6, 11, and 16.

At 7th and 13th levels, archers choose another type of bow or crossbow to specialize with.

The attack and damage bonus with these weapons is equal to that gained with their other specialized weapons.

Point-Blank Shot

At 2nd level, archers gain a new range increment for attacks made with bows and crossbows, point-blank range.

Point-blank range equals one third of the listed range (close range) for a bow or crossbow, rounded down to the nearest 5' interval.

Archers gain a +1 bonus to attack and damage rolls when attacking a foe at point blank range.

Example: A longbow, with a close range of 100', has a point-blank range of 30' when fired by an archer. A hand crossbow, with a close range of 30', has a point-blank range of 10'.



Skirmisher

At 4th level, archers get the ability to take the Disengage action as a free action on their turn. Note that characters may take up to 3 free actions per round and that each type of free action may only be taken once per round.

See page 64 of The Player's Handbook for more information on both the Disengage action and free actions.

Extra Attack

Archers gain the ability to make more than one attack each round.

At level 5 archers may make 1 extra attack per round. At levels 10 and beyond archers may make 2 extra attacks per round.

Level	Total Attacks/Round
5-9	2 per round
10-20	3 per round

Followers

Upon reaching 9th level and constructing a stronghold, archers attract followers in the same manner as fighters.

Retainers will often be fellow archers, rather than fighters. Archer retainers will typically wield magical bows and swords, and wear magical armor or make use of bracers of defense.