**Bowman**

As a Bowman you gain the following class features:

**Tools:** None

**Saving Throws:** Dexterity, Strength

**Skills:** Choose two from Acrobatics, Sleight of Hand, Nature, Animal Handling, or Perception

 **Equipment:**

You start with the following equipment, in addition to the equipment granted by your background:

* Longbow: 2d4 +5 Piercing
* Worn Leather Armour

**The Bowman:**

* Level 1. Proficiency Bonus: +2, Critical Shot, Nature’s Balance, Arrow Pierce
* Level 2. Proficiency Bonus: + 2, +3 SP & + 3 AP
* Level 3. Proficiency Bonus: + 2, +3 SP & + 3 AP
* Level 4. Proficiency Bonus: + 2, +3 SP & + 3 AP
* Level 5. Proficiency Bonus: + 3, +3 SP & + 3 AP

**Class Skills:**

**Critical Shot**

Adds a bonus to Accuracy Rolls

Lvl. 1: ACC Rolls +1

Lvl. 2: ACC Rolls +2

Lvl. 3: ACC Rolls +3

Lvl. 4: ACC Rolls +4

Lvl. 5: ACC Rolls +5

**Nature's Balance**

If you roll above a certain number on an accuracy roll before applying Critical Shot, restore a certain amount of HP and MP.

Lvl. 1: Roll 16+, Restore 10 HP, 20 MP

Lvl. 2: Roll 15+, Restore 15 HP, 25 MP

Lvl. 3: Roll 14+, Restore 20 HP, 30 MP

Lvl. 4: Roll 13+, Restore 25 HP, 35 MP

Lvl. 5: Roll 12+, Restore 30 HP, 40 MP

**Arrow Pierce**

Shoots arrows at multiple enemies.

Lvl. 1: MP Cost: 5, Damage: 2d4+DEX + 2, Max Enemies Hit: 2

Lvl. 2: MP Cost: 5, Damage: 2d4+DEX + 4, Max Enemies Hit: 2

Lvl. 3: MP Cost: 7, Damage: 2d4+DEX + 6, Max Enemies Hit: 2

Lvl. 4: MP Cost: 7, Damage: 2d4+DEX + 8, Max Enemies Hit: 2

Lvl. 5: MP Cost: 10, Damage: 2d4+DEX + 10, Max Enemies Hit: 2