

# BOWMAN

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	27:25	8	3	Single Missile	1S		Utilise Light Weapons Utilise Medium Armour Utilise Self Bow
2	30:27	9	6		2S	1	+1 Dex
3	33:29	10	9	Ambidex	2S	2	Self Bow Mastery 1 Salvage/Repair arrow
4	36:31	11	12		3S	1	Weapon Mastery 1 Missile Deflection
5	39:33	12	15		4S		Self Bow Mastery 2 Shoot To Disarm 1 / Level
6	42:35	13	18		4S	1	Self Bow Mastery 3 Trip Shot 1 / level
7	45:37	14	21		6S	1	Weapon Mastery 2 Dodge 1 day Make Arrows
8	48:39	15	24	Double Handed	6S / 7D	1	+3 Dex Stun Shot 1 / Level
9	51:41	16	27		6S / 7D		Self Bow Mastery 4 Deadly Accuracy 1 / 3 / Day
10	54:43	17	30		8S / 8D	1	Mighty Shot 1 / Day
11	59:46	19	35		9S / 9D		Self Bow Mastery 5 Mighty Shot 1 / Day Shoot To Kill 1 Day
12	64:49	21	40		10S/10D	2	Mighty Shot 1 / Day

A HUMAN BOWMAN GAINS 27:3 LIFE POINTS

AN ELVEN BOWMAN GAINS 25:2 LIFE POINTS

## Class Restrictions and Limitations

- Bowman natural heal is transferable
- Bowman skill points are picked from the Warrior base class

## Class Abilities

**Utilise Light Weapon** - This allows the Bowman to be able to use any Light Weapon.

**Utilise Medium Armour** - This allows the Bowman to be able to use armour of up to a maximum of 8 AC.

**Utilise Self Bow** - Only one of these may be owned at any time. Self weapon are immune to mystical effects (eg black blade, blade dull). Should a Self- weapon be lost then it will have to be replaced with an exact copy (ten times the cost of an equivalent weapon). Also the Bowman will need to retrain at a cost of 10XP per level they have attained.

**+X Dex** - Grants the Bowman X points of Dexterity.

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**Self Bow Mastery 1** – this allows the Bowman to inflict an additional 6LPs damage with their self bow.

**Salvage/Repair Arrow** – this skill is usable at will, it will give the bowman a greater chance to recover fired arrows and repair to a usable state where this is needed in a short time. (refs discretion)

**Weapon Mastery 1** – this skill gives the Bowman +6LPs damage with a type of weapon e.g. Daggers, Long swords etc.

**Missile Deflection** – This is the ability to deflect any physical missile shot, thrown or fired at the Bowman. The attack therefore does no damage to the Bowman. The Bowman must make an actual attempt to deflect the missile in order for their skill to work.

Note: The missiles fired by classes such as bowman, crossbowman (missile weaponsmasters) are not deflected by this skill and must actually be physically dodged or turned by the player.

**Self Bow Mastery 2** – this allows the Bowman to inflict an additional 6LPs damage with their self bow.

**Shoot To Disarm** -The Bowman can aim specifically to disarm a target. The ability must be announced before making the shot. If the arrow hits, the target must drop his weapon, to land some distance away.

**Self Bow Mastery 3** – this allows the Bowman to inflict an additional 6LPs damage with their self bow.

**Trip Shot** -here the Bowman aims to trip his target. The victim must fall over as per a trip spell (chest must contact the floor) but he can get up immediately.

**Dodge** – this allows the bowman to dodge 1 blow per day

**Make Arrows**- this allows the bowman to make twice his level in arrows for free per weekend attended.

**Stun Shot** – The Bowman aims to stagger his opponent with an arrow, rather than causing any actual damage. The victim is unable to move, speak or cast spells for 30 seconds or until hit for damage.

**Self Bow Mastery 4** – this allows the Bowman to inflict an additional 6LPs damage with their self bow.

**Deadly Accuracy** - If the missile physically strikes the target, the Bowman may call his damage against a specific location. If it misses and passes within arm's length of the target, he may still call the damage but it will hit a random location.

**Mighty Shot** – Allows the Bowman to inflict triple his normal damage for one missile shot (arrow) per time listed. This can exceed systems max damage.

**Self Bow Mastery 5** – this allows the Bowman to inflict an additional 6LPs damage with their self bow.

**Shoot To Kill** -The Bowman carefully aims for a vital location on his target. The ability must be announced before the shot is fired, at which point the target will be killed outright if the arrow hits. If the arrow misses, the skill is wasted. This ability cannot be combined with Deadly Accuracy.