

Archer (Fighter)

Role: Striker

Power Source: Martial

Key Abilities: Strength and Constitution

Armor Proficiency: Cloth, leather, hide; light shields

Weapon Proficiency: Simple melee, simple ranged, military ranged

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 15 + Constitution Score

Bonus Hit Points per Level: 6

Healing Surges per Day: 9 + Constitution Modifier

Trained Skills: Choose three from your list of class skills.

Class Skills: Coerce (Cha), Effort (Con), Escape (Dex), Focus (Con), Search (Wis), Speed (Str).

Class Features: Fighter Bonus Feats, Heroic Fighter, Lightfoot Fighter, Powerful Archer, Weapon Talent

Level 1:

FIGHTER BONUS FEATS

You gain **Improved Initiative** and **Master at Arms** as bonus feats.

HEROIC FIGHTER

You gain a bonus to the damage rolls of weapon attacks. The bonus equals your Constitution modifier.

LIGHTFOOT FIGHTER

While you are wearing light armor or no armor, you receive a +1 bonus to speed, and you ignore difficult terrain while shifting.

POWERFUL ARCHER

Your ranged basic attacks use your Strength modifier for attack and damage rolls instead of your Dexterity modifier. In addition, once per turn when you hit a bloodied target with a ranged weapon attack, you can apply one of the following additional effects: you push the target up to 3 squares, the target is slowed (save ends), or the target is weakened (save ends).

WEAPON TALENT

You gain a +1 bonus to the attack rolls of weapon attacks.

Level 2:

TACTICAL SHIFT

When you begin your turn adjacent to another creature, you can shift up to two additional squares when you use a move action to shift.

Level 3:

PAINT THE TARGET

Your ranged weapon attacks do not take the penalty for partial concealment or cover. In addition, enemies you hit with a ranged weapon attack lose the benefits of partial concealment and cover until the start of your next turn.

Level 5:

MIGHTY FIGHTER

The bonus to weapon damage rolls granted by your heroic fighter class feature increases to 2 + your Constitution modifier.

Level 6:

NIMBLE RUNNER

When you use the run action, you don't grant combat advantage. In addition, the penalty you take to attack rolls when you run is reduced to -2.

Level 7:

INEVITABLE SHOT (ARCHER)

When you make a ranged weapon attack against a bloodied target, you can roll the attack twice and take the better result.

Level 9:

RACE THE ARROW

You make ranged weapon attacks against the lower of a target's Armor Class or Reflex defense.

Level 10:

INEXORABLE FIGHTER

You gain a +1 bonus to saving throws.