

Name: Archer.

Race: Human.

O.C.C.: Long Bowman.

Experience Points: 650+500+450+650+400+450+500

I.Q. : 12

M.E. : 08

M.A. : 08

P.S. : 10 [13]

P.P. : 17 (+1 to Strike/Parry/Dodge)

P.E. : 11 [12]

P.B. : 21 (55% Charm/Impress)

Spd. : 10 [12]

S.D.C.: $11+7=18+4=22+4=26$

H.P.: $12+3=15+2=17+4=21$

P.P.E.: 6

Attacks: 4

Rate of Fire: 2

Arrows: 71

Roll with Punch: $+1+2=+3$

Strike: +1 (see archery)

Parry: +1 (see archery)

Dodge: $+1+1=+2$

O.C.C. Abilities:

Superior Bowmanship: Can run, jump, roll, hang upside, sway, or shoot from horseback without penalty.

Special Aimed Shot: +3 to strike; counts as 2 shots from the bow.

Dodge/Parry Arrows: -3 to parry/dodge arrows (or other thrown/fired projectiles).

Superior Range: 725 feet (213 m).

Free Skill:

Play Musical Instrument:

O.C.C. Skills:

Athletics (General) - *+1 roll w/punch, +1 PS, +1D6 (2) Speed, +2D4 (7) SDC*

Languages: Human 98%

Languages: Gorons (+10%) 50%

Languages: Zoras (+10%) 50%

Sniper (+2 to strike)

Wilderness Survival (+10%) 40%

W.P. Archery (all bows) - +3 to Strike, +2 to Parry

W.P. Targeting - +1 to Strike

W.P. Grappling Hook

Hand to Hand: Bow Combat (Upgraded)

O.C.C. Related Skills:

1. Languages: Gerudo (+10%) 50%

2. Literacy: Gerudo (+10%) 40%

3. Literacy: Human (+10%) 40%

4. Lore: Culture (+10%) 35%

5. Lore: Demon & Monsters (+10%) 35%

6. History (N/A) 30%

7. Hand to Hand: Bow Combat

8. Hand to Hand: Bow Combat

Secondary Skills:

1. Locate Secret Compartments (N/A) 15%

2. Mathematic: Basic (N/A) 45%

3. Swimming (N/A) 40%

4. Tumbling - *+2 roll w/punch, +2 PS, +1 PE, +2D4 (4) SDC*

Compass