

# Skirmish build

Lvl	Class	Base Attack	Fort	Ref	Will	Special Abiliti	Feat
1st	Ranger <sup>1</sup>	1	2	2	0	1 <sup>nd</sup> Favored enemy, Track, Wild Empathy	Point blank shot, <a href="#">Precise Shot*</a>
2nd	Ranger	2	3	3	0	Combat Style: Rapid Shot	
3nd	Scout <sup>2</sup>	2	3	5	0	Trapfinding, Skirmish (1d6)	Improved Skirmish (+2 d6, +2 AC)
4nd	Scout	3	3	6	0	Battle fortitude, Uncanny dodge	
5nd	Scout	4	4	6	1	Fast movement +10, Trackless step, Skirmish (3d6 + 3AC)	
6nd	Scout	5	4	7	1	2 <sup>nd</sup> Favored enemy, Bonus Feat : Quick draw, Skirmish: (4d6 + 3AC)	Swift Hunter
7nd	HL Stalker <sup>3</sup>	6	6	7	1	Mountain Stride	
8nd	HL Stalker	7	7	7	1	Skirmish: (5d6 + 3AC)	
9nd	HL Stalker	8	7	8	2	Swift Tracker	Many Shot
10nd	HL Stalker	9	8	8	2	Skirmish: (5d6 + 4AC)	
11nd	HL Stalker	10	8	8	2	Surefooted	
12nd	HL Stalker	11	9	9	3	Skirmish: (6d6 + 4AC)	Greather Many shot
13nd	HL Stalker	12	9	9	3	Camouflage	
14nd	HL Stalker	13	10	9	3	Skirmish: (6d6 + 5AC)	
15nd	HL Stalker	14	10	10	4	-	Weapon focus; <a href="#">Composite bow</a>
16nd	HL Stalker	15	11	10	4	Skirmish:(7d6 + 5AC)	
17nd	Scout	15	11	10	4	Skirmish: (7d6 + 6 AC), Evasion	
18nd	Ranger	16	11	10	5	Endurance	Far Shot
19nd	Ranger	17	12	11	5	Skirmish: (8d6 + 6 AC), Animal Companion	

\* [Additional feat I would recommend if you play human](#)

<sup>1</sup> Players Handbook s. 46

<sup>2</sup> Complete Adventure s. 10

<sup>3</sup> Complete Adventure s. 54

## **Ranged damage build – Ranger, Scout, Highland stalker**

*“True Archers fight at a distance, out of range and out of mind...”*

**Abilities:** Dexterity is the most important ability. Strength is important for any bow build, allowing additional damage, a problem bows often face. Constitution is less important than most characters as you will have distance, but still good for the day you are caught in the claws of your enemy.

**Races:** Races with dexterity bonuses benefit best or humans.

### **Ranger**

**Hit die:** d8

**Skill Points at Each Level:** 6 + Int modifier per level, x4 at 1st level

**Class skills:**

Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

### **Scout**

**Hit die:** d8

**Skill Points at Each Level:** 8 + Int modifier

**Class Skills:**

Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

### **Highland stalker**

**Requirements**

**Base Attack:** +5

**Skills:** Listen 8 ranks, Spot 8 ranks, Survival 8 ranks.

**Feats:** Track

**Special:** Skirmish or sneak attack class feature.

**Hit die:** d8

**Skill Points at Each Level:** 4 + Int modifier

**Class Skills:**

Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Survival (Wis).