



Name: **Firstborn Crossbowmen**
Type: Medium-Sized Humanoid
Hit Dice: 1d8 (7 hp)
Initiative: +1
Speed: 30 ft.
AC: 14 (+3 Studded Leather, +1 Dodge)
Attacks: Heavy Crossbow +2 Ranged,
Longsword +1 Melee
Damage: Heavy Crossbow 1d10,
Longsword 1d8
Face/Reach: 5 ft. by 5 ft. / 5ft
Special Attack: Impaling Fire (may strike with blades
on crossbow in close combat (2d4)
and can then fire a bolt (1d10+4).
Saves: Fort +2, Ref +0, Will +0
CR: 1
Alignment: Any Lawful
Advancement: Warrior
Str: 10 +0
Dex: 11 +0
Con: 10 +0
Int: 10 +0
Wis: 11 +0
Cha: 10 +0
Skills: Climb (Str) 4, Jump (Str) 4, Swim (Str) 4
Feats: Dodge, Weapon Focus (Heavy Crossbow)
Climate: Any
Organization: Patrol (2-4 Crossbowmen), Band (4-8 Crossbowmen, 1 Leader)
Treasure: Crossbowmen are armored in traditional bowmen garb and plate, have 30 bolts and
will have between 6-10 sp.





Name:	Firstborn Crossbowman Leader
Type:	Medium-Sized Humanoid
Hit Dice:	3d10 (22 hp)
Initiative:	+5
Speed:	30 ft.
AC:	15 (+3 Studded Leather, +1 Dex, +1 Dodge)
Attacks:	Heavy Bladed Crossbow +5 Ranged, Longsword +3 Melee
Damage:	Bladed Heavy Crossbow 1d10, Longsword 1d8
Face/Reach:	5 ft. by 5 ft. / 5ft
Special Attack:	Impaling Fire (may strike with blades on crossbow in close combat (2d4) and can then fire a bolt (1d10+4).
Saves:	Fort +3, Ref +2, Will +1
CR:	3
Alignment:	Any Lawful
Advancement:	Fighter
Str:	10 +0
Dex:	12 +1
Con:	11 +0
Int:	11 +0
Wis:	10 +0
Cha:	11 +0
Skills:	Climb (Str) 3, Intimidate (Cha) 4, Jump (Str) 3, Ride (Dex) 3, Swim (Str) 3
Feats:	Run, Improved Initiative, Weapon Focus (Heavy Crossbow), Dodge, Point Blank Shot
Climate:	Any
Organization:	Imperial Officer. Leads a Band (4-8 crossbowmen)
Treasure:	Crossbowmen are armored in traditional bowmen garb and plate, have 30 bolts and will have between 12-21 sp, 4-6 gp, a potion of healing.

