



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





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

