

Ogre Fighter (Ranged)

These ogres with Fighter levels are focussed on ranged attacks, using ogre-sized longbows and a selection of ranged combat feats.

Ogre Archer Ftr1: CR 4; Large Giant; AL CE

Abilities Str 20 (+5), Dex 13 (+1), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)

Initiative +1; **Speed** 40 ft.

Armour Class 18 (-1 size, +1 Dex, +3 studded leather, +5 natural) touch 10, flat-footed 17

Saves Fortitude +10, Reflex +2, Will +2

Hit points 43; (4d8+1d10+20)

BAB/Grapple +4/+13

Melee Heavy mace +8 (2d6+5)

Ranged Longbow +5 or rapid shot longbow +3/+3 (2d6, crit. x3, 100 ft.)

Point Blank Shot Longbow +6 or rapid shot longbow +4/+4 (2d6+1, crit. x3) within 30 ft.

SA None

SQ Darkvision 60 ft., low-light vision

Skills (armour -1): Climb +5, Listen +3, Spot +6

Feats: Point Blank Shot, Rapid Shot*, Weapon Focus (longbow)

Languages: Giant

Possessions: Studded leather, longbow, 20 arrows

Ogre Archer Ftr2: CR 5; Large Giant; AL CE

Abilities Str 20 (+5), Dex 13 (+1), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)

Initiative +1; **Speed** 40 ft.

Armour Class 18 (-1 size, +1 Dex, +3 studded leather, +5 natural) touch 10, flat-footed 17

Saves Fortitude +11, Reflex +2, Will +2

Hit points 53; (4d8+2d10+24)

BAB/Grapple +5/+14; Precise Shot

Melee Heavy mace +9 (2d6+5)

Ranged Longbow +6 or rapid shot longbow +4/+4 (2d6, crit. x3, 150 ft.)

Point Blank Shot Longbow +7 or rapid shot longbow +5/+5 (2d6+1, crit. x3) within 30 ft.

SA None

SQ Darkvision 60 ft., low-light vision

Skills (armour -1): Climb +5, Craft (bowyer) +0, Listen +3, Spot +6

Feats: Far Shot*, Point Blank Shot, Precise Shot, Rapid Shot*, Weapon Focus (longbow)

Languages: Giant

Possessions: Studded leather, longbow, 20 arrows

Ogre Archer Ftr3: CR 6; Large Giant; AL CE

Abilities Str 20 (+5), Dex 13 (+1), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)

Initiative +1; **Speed** 40 ft.

Armour Class 18 (-1 size, +1 Dex, +3 studded leather, +5 natural) touch 10, flat-footed 17

Saves Fortitude +11, Reflex +3, Will +3

Hit points 62; (4d8+3d10+28)

BAB/Grapple +6/+15; Precise Shot

Melee Heavy mace +10/+5 (2d6+5)

Ranged Longbow +7/+2 or rapid shot longbow +5/+5/+0 (2d6, crit. x3, 150 ft.)

Point Blank Shot Longbow +8/+3 or rapid shot longbow +6/+6/+1 (2d6+1, crit. x3) within 30 ft.

SA None

SQ Darkvision 60 ft., low-light vision

Skills (armour -1): Climb +6, Craft (bowyer) +0, Listen +3, Spot +6

Feats: Far Shot*, Point Blank Shot, Precise Shot, Rapid Shot*, Weapon Focus (longbow)

Languages: Giant

Possessions: Studded leather, longbow, 20 arrows

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Ogre Archer Ftr4: **CR** 7; Large Giant; **AL** CE

Abilities Str 20 (+5), Dex 14 (+2), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)

Initiative +2; **Speed** 40 ft.

Armour Class 19 (-1 size, +2 Dex, +3 studded leather, +5 natural) touch 11, flat-footed 17

Saves Fortitude +12, Reflex +4, Will +3

Hit points 72; (4d8+4d10+32)

BAB/Grapple +7/+16; Precise Shot

Melee Heavy mace +11/+6 (2d6+5)

Ranged Longbow +9/+4 or rapid shot longbow +7/+7/+2 (2d6+2, crit. x3, 150 ft.)

Point Blank Shot Longbow +10/+5 or rapid shot longbow +8/+8/+3 (2d6+3, crit. x3) within 30 ft.

SA None

SQ Darkvision 60 ft., low-light vision

Skills (armour -1): Climb +6, Craft (bowyer) +1, Listen +3, Spot +6

Feats: Far Shot*, Point Blank Shot, Precise Shot, Rapid Shot*, Weapon Focus (longbow),

Weapon Specialisation (longbow)*

Languages: Giant

Possessions: Studded leather, longbow, 20 arrows

Ogre Archer Ftr5: **CR** 8; Large Giant; **AL** CE

Abilities Str 20 (+5), Dex 14 (+2), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)

Initiative +2; **Speed** 40 ft.

Armour Class 19 (-1 size, +2 Dex, +3 studded leather, +5 natural) touch 11, flat-footed 17; **Dodge AC** 20, touch 12

Saves Fortitude +12, Reflex +4, Will +3

Hit points 81; (4d8+5d10+36)

BAB/Grapple +8/+17; Precise Shot

Melee Heavy mace +12/+7 (2d6+5)

Ranged Longbow +10/+5 or rapid shot longbow +8/+8/+3 (2d6+2, crit. x3, 150 ft.)

Point Blank Shot Longbow +11/+6 or rapid shot longbow +9/+9/+4 (2d6+3, crit. x3) within 30 ft.

SA None

SQ Darkvision 60 ft., low-light vision

Skills (armour -1): Climb +7, Craft (bowyer) +1, Listen +3, Spot +6

Feats: Dodge, Far Shot*, Point Blank Shot, Precise Shot, Rapid Shot*, Weapon Focus (longbow),

Weapon Specialisation (longbow)*

Languages: Giant

Possessions: Studded leather, longbow, 20 arrows

Ogre Archer Ftr6: **CR** 9; Large Giant; **AL** CE

Abilities Str 20 (+5), Dex 14 (+2), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)

Initiative +2; **Speed** 40 ft.

Armour Class 19 (-1 size, +2 Dex, +3 studded leather, +5 natural) touch 11, flat-footed 17; **Dodge AC** 20, touch 12;

Against attack of opportunity when moving AC 23, touch 15

Saves Fortitude +13, Reflex +5, Will +4

Hit points 91; (4d8+6d10+40)

BAB/Grapple +9/+18; Precise Shot

Melee Heavy mace +13/+8 (2d6+5)

Ranged Longbow +11/+6 or rapid shot longbow +9/+9/+4 (2d6+2, crit. x3, 150 ft.)

Point Blank Shot Longbow +12/+7 or rapid shot longbow +10/+10/+5 (2d6+3, crit. x3) within 30 ft.

SA None

SQ Darkvision 60 ft., low-light vision

Skills (armour -1): Climb +7, Craft (bowyer) +2, Listen +3, Spot +6

Feats: Dodge, Far Shot*, Mobility*, Point Blank Shot, Precise Shot, Rapid Shot*, Weapon Focus (longbow),

Weapon Specialisation (longbow)*

Languages: Giant

Possessions: Studded leather, longbow, 20 arrows

Ogre Archer Ftr7: CR 10; Large Giant; AL CE
Abilities Str 20 (+5), Dex 14 (+2), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)
Initiative +2; **Speed** 40 ft.
Armour Class 19 (-1 size, +2 Dex, +3 studded leather, +5 natural) touch 11, flat-footed 17; **Dodge AC** 20, touch 12; Against attack of opportunity when moving AC 23, touch 15
Saves Fortitude +13, Reflex +5, Will +4
Hit points 100; (4d8+7d10+44)
BAB/Grapple +10/+19; Precise Shot
Melee Heavy mace +14/+9 (2d6+5)
Ranged Longbow +12/+7 or rapid shot longbow +10/+10/+5 (2d6+2, crit. 19-20/x3, 150 ft.)
Point Blank Shot Longbow +13/+8 or rapid shot longbow +11/+11/+6 (2d6+3, crit. 19-20/x3) within 30 ft.
SA None
SQ Darkvision 60 ft., low-light vision
Skills (armour -1): Climb +8, Craft (bowyer) +2, Listen +3, Spot +6
Feats: Dodge, Far Shot*, Mobility*, Point Blank Shot, Precise Shot, Rapid Shot*, Weapon Focus (longbow), Weapon Specialisation (longbow)*
Languages: Giant
Possessions: Studded leather, longbow, 20 arrows

Ogre Archer Ftr8: CR 11; Large Giant; AL CE
Abilities Str 20 (+5), Dex 15 (+2), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)
Initiative +2; **Speed** 40 ft.
Armour Class 19 (-1 size, +2 Dex, +3 studded leather, +5 natural) touch 11, flat-footed 17; **Dodge AC** 20, touch 12; Against attack of opportunity when moving AC 23, touch 15
Saves Fortitude +14, Reflex +5, Will +4
Hit points 110; (4d8+8d10+48)
BAB/Grapple +11/+20; Precise Shot, Shot On The Run
Melee Heavy mace +15/+10/+5 (2d6+5)
Ranged Longbow +13/+8/+3 or rapid shot longbow +11/+11/+6/+1 (2d6+2, crit. 19-20/x3, 150 ft.)
Point Blank Shot Longbow +14/+9/+4 or rapid shot longbow +12/+12/+7/+2 (2d6+3, crit. 19-20/x3) within 30 ft.
SA None
SQ Darkvision 60 ft., low-light vision
Skills (armour -1): Climb +8, Craft (bowyer) +3, Listen +3, Spot +6
Feats: Dodge, Far Shot*, Improved Critical (longbow)*, Mobility*, Point Blank Shot, Precise Shot, Rapid Shot*, Shot On The Run, Weapon Focus (longbow), Weapon Specialisation (longbow)*
Languages: Giant
Possessions: Studded leather, longbow, 20 arrows

Ogre Archer Ftr9: CR 12; Large Giant; AL CE
Abilities Str 20 (+5), Dex 15 (+2), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)
Initiative +2; **Speed** 40 ft.
Armour Class 19 (-1 size, +2 Dex, +3 studded leather, +5 natural) touch 11, flat-footed 17; **Dodge AC** 20, touch 12; Against attack of opportunity when moving AC 23, touch 15
Saves Fortitude +14, Reflex +6, Will +5
Hit points 119; (4d8+9d10+52)
BAB/Grapple +12/+21; Precise Shot, Shot On The Run
Melee Heavy mace +16/+11/+6 (2d6+5)
Ranged Longbow +14/+9/+4 or rapid shot longbow +12/+12/+7/+2 (2d6+4, crit. 19-20/x3, 150 ft.)
Point Blank Shot Longbow +15/+10/+5 or rapid shot longbow +13/+13/+8/+3 (2d6+5, crit. 19-20/x3) within 30 ft.
SA None
SQ Darkvision 60 ft., low-light vision
Skills (armour -1): Climb +9, Craft (bowyer) +3, Listen +3, Spot +6
Feats: Dodge, Far Shot*, Improved Critical (longbow)*, Mobility*, Point Blank Shot, Precise Shot, Rapid Shot*, Shot On The Run, Weapon Focus (longbow), Weapon Specialisation (longbow)*
Languages: Giant
Possessions: Studded leather, longbow, 20 arrows

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Ogre Archer Ftr10: **CR** 13; Large Giant; **AL** CE

Abilities Str 20 (+5), Dex 15 (+2), Con 18 (+4), Int 8 (-1), Wis 13 (+1), Cha 4 (-3)

Initiative +2; **Speed** 40 ft.

Armour Class 19 (-1 size, +2 Dex, +3 studded leather, +5 natural) touch 11, flat-footed 17; **Dodge AC** 20, touch 12; Against attack of opportunity when moving AC 23, touch 15

Saves Fortitude +15, Reflex +6, Will +5

Hit points 129; (4d8+10d10+56)

BAB/Grapple +13/+22; Precise Shot, Shot On The Run

Melee Heavy mace +17/+12/+7 (2d6+5)

Ranged Longbow +16/+11/+6 or rapid shot longbow +14/+14/+9/+4 (2d6+4, crit. 19-20/x3, 150 ft.)

Point Blank Shot Longbow +17/+12/+7 or rapid shot longbow +15/+15/+10/+5 (2d6+5, crit. 19-20/x3) within 30 ft.

SA None

SQ Darkvision 60 ft., low-light vision

Skills (armour -1): Climb +9, Craft (bowyer) +4, Listen +3, Spot +6

Feats: Dodge, Far Shot*, Greater Weapon Focus (longbow)*, Improved Critical (longbow)*, Mobility*, Point Blank Shot, Precise Shot, Rapid Shot*, Shot On The Run, Weapon Focus (longbow), Weapon Specialisation (longbow)*

Languages: Giant

Possessions: Studded leather, longbow, 20 arrows