

## Archery

### 1st Level:

#### Required:

- KS: Archery (1 pt)

#### Allows:

- Combat archery, only with chosen missile weapon (6 pts).
- Range and [Deflection Shooting](#) levels do not apply against an archer's point limit for combat skills.

### 2nd Level:

#### Required:

- KS: Archery (2 pts)

#### Allows:

- An additional 2 or 3 pt rank in chosen missile weapon.
- *Fast Draw* (for chosen missile weapon only).
- One level of speed for missile fire/reloading only (4 pts).
- All 3 point ranged martial art maneuvers.

### 3rd Level:

#### Required:

- KS: Archery (3 pts)

#### Allows:

- Ranged Rapid attack, -1 only with chosen missile weapon (2 pts).
- All 4 point ranged martial art maneuvers.

### 4th Level:

**Required:**

- KS: Archery (4 pts)

**Allows:**

- An additional 2 or 3 pt rank in chosen missile weapon.
- Two levels of speed for missile fire/reloading only (8 pts).
- All 5 point ranged martial art maneuvers.

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