

Hunter



Description

Hunters can be used to specialize in bows, due to their high initial dexterity stat. They'll also favor high dexterity weapons such as Spears and Rapiers. Low equip load means they can roll fast and evade well; using quicker weapons to strike and retreat.

Starting Equipment

- Shortsword
- Short Bow
- Standard Arrow (30)

- [Large Leather Shield](#)
- [Leather Armor](#)
- [Leather Gloves](#)
- [Leather Boots](#)

Starting Stats

Level	<u>Vitality</u>	<u>Attunement</u>	<u>Endurance</u>	<u>Strength</u>	<u>Dexterity</u>	<u>Resistance</u>	<u>Intelligence</u>	<u>Faith</u>	<u>Humanity</u>
4	11	9	11	12	14	11	9	9	0

Hunter max level is 710