

## ELENICAL ARCHERY (THE WAY)

The Elencal are wood elves, masters of their realm. Secrets they know, secrets of the land and of war that few ever learn. And of these secrets, the most deadly is The Way. Few are taught this lethal knowledge, but they are well-respected and known by their skill. There was a time that the elves taught none but their own kin this lethal body of skills, but in recent times, they have begun to teach a few non-elves who demonstrate sufficient respect, skill, and promise with the bow. Small elven schools teach this, sometimes no more than a single aged master and student.

THE WAY MARTIAL MANEUVERS					
MANEUVER	COST	OCV	DCV	RANGE	NOTES
Block	5	+1	+3	--	Abort, block (unarmed ability)
Called Shot	4	+3	--	--	Only for called hit location
Disarm	4	+1	--	--	+10 STR Disarm at range
Disengage	5	--	--	--	+15 STR escape/shove
Doubleshot	4	-2@	--	--	Two shots per phase
Guarded Shot	3	-1	+3	--	Better DCV while firing
Longshot	5	--	-2	+6	+1 segment
Moving Shot	5	-1	--	--	Strike, Full Move
String Choke	4	-2	--	--	2D6 NND choke, grab one limb
Trip	3	+1	--	--	Throws target

### SUGGESTED SKILLS AND TALENTS

Combat Archery Talent Combat Skill Levels with bow Concealment Fast Draw (with bows)	Penalty Skill Levels (range modifiers) Survival Tracking Weaponsmith (bows and arrows)
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### SUGGESTED WEAPON ELEMENTS

Elven Bow (default) +1: Whipstaff	+1: Mounted Combat
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In addition to the significant training and ability that Way Archers receive, there are many special talents that only a student of the Way has access to. These are amazing skills with a bow or in combat that enhance an expert bowman into a supernatural one. This special training is only granted those with what the instructors consider sufficient skill in the more mundane abilities above, typically 3-4 maneuvers.

#### Aimed Shot

This is an incredibly careful and well-aimed shot meant for small, difficult to hit targets. The damage of the bow is reduced, but the accuracy is greatly increased at the cost of extra time and careful aim.

Powers: OCV +6

Modifiers: OAF Bow (-1), Extra Time Full Phase focus (-3/4), Reduces arrow damage by 1/2 (-1/2), Costs 3 END (-1/2), Only for bows or crossbows (-1/2) [-3 1/4]

Cost: 7 points

#### Blind Archery

The senses of the Way Archer become so keen and capable with this training that they are able to sense and fight even when completely blinded.

Powers: Spatial Awareness

Modifiers: Extra Time Full Phase focus (-1/2), Only for combat (-1/2), Requires Magic Skill Roll (-1/2), Costs 2 END (-1/2) [-2]

Cost: 7 points

#### Dance of the Master

A true Master of the Way is not hindered by firing the bow, as he and the weapon have truly become one. As the bow is an extension of his arm, the Master is not required to stay as steady to fire as lesser archers. The Dance of the Master is a form of footwork and movements that negates the DCV loss firing a bow normally entails.

Powers: Removes 1/2DCV concentrate on up to 2D6 RKA armor piercing

Modifiers: Requires DEX Roll (-1/2), Extra Time Full Phase (-1/4) [-3/4]

Cost: 5 points

#### Flash of Feathers

This technique allows the Way Archer to fire in such a way that their arrows cannot be deflected normally. It will not work on all arrows, but it will on any but the most powerful and magical ones. The effect changes the special effect from an arrow to another special effect (arrow that can't be deflected), making it impossible to missile deflect. Each phase this is in effect costs 1 END, and a -1 magic roll is needed to start the effect.

Powers: Variable Special Effect (not a missile) on up to 45 pts

Modifiers: OAF bow (-1), Requires Magic Roll (-1/2), Only for single special effect (-1), Only for arrows (-1/2), Costs END (-1/2) [-3]

Cost: 4 points

#### Flock of Birds

With truly advanced training, the archer of the way learns to duplicate his shot with simulacrum arrows, ones that strike and fade into the Aether they came from. This technique is very difficult and tiring, but devastating to the enemy.

Powers: Autofire on up to 2D6 RKA AP

Modifiers: OAF Arrow consumed (-1 1/4), Only up to normal bow damage (-1/4), Requires Magic Skill Roll (-1/2) [-2]

Cost: 5 points

#### Heart's Blessing

The Master Archer soon learns the fury of the arrow, that which makes it fly true and with such force, and with this kinship he can grant his own fury to the arrow. This grants the arrow with a furious crimson bloom, striking truer and harder than ever before. The ritual is long and difficult, and but a few arrows may be so blessed before even a Master can no longer sustain them.

Powers: +3 OCV, +1D6 RKA

Modifiers: Delayed Effect (+1/4); OAF Arrow consumed (-1 1/4), Extra Time 5 minutes (-2), Concentrate 1/2 DCV (-1/4), x3 END Cost (-1), Magic Roll (-1/2) [+1/4; -5 1/2]

Cost: 7 points

#### Indirect Fire

An early technique most Way Archers learn is to fire over barriers and impediments to strike from above.

Powers: Indirect (+1/4) on up to 2D6 AP

Modifiers: OAF Arrow consumed (-1 1/4), Extra Time delayed phase focus (-1/4), Side Effect -2 OCV (always goes off) (-1/2) [-2]

Cost: 7 points

#### One with the Arrow

A True Master eventually reaches the point that he has long studied for, for he is one with his weapon. The fierce power behind an arrow is such that ordinary armor cannot fully defend against it. But the Master is able to grant himself full defense against the arrow, for it's ways and anger is well known to him.

Powers: 12 PD, ED Force Field

Modifiers: Hardened (+1/4), Invisible to sight, hearing (+3/4), 1/2 END Cost (+1/4); Requires EGO Roll (-1/2), Extra Time full phase (-1/4), Only to harden normal defenses (-1 1/2), Requires 30 points special abilities (-3/4) [+1 1/4; -3]

Cost: 13 points

#### Paper Walls

Razor sharp is the arrow's head, and fool is he who hides behind a barrier to avoid its true flight. With this secret technique, the archer may penetrate a shelter, should it be thin enough, to strike the target beyond.

Powers: Ranged Killing Attack 1 1/2D6

Modifiers: Armor Piercing (+1/2), Indirect (+1/4); OAF Bow (-1), Extra Time half phase (-1/4), Concentrate 1/2 DCV (-1/4), Only up to normal bow damage (-1/4), Magic Roll (-1/2), Only to pierce logical surfaces (-1), Uses arrow (-1/4) [+3/4; -3 1/2]

Cost: 10 points

#### Pinning Shot

This shot pins the victim against a barrier or object by the arrow either through their skin, hair, or some non-damaging part of their body. The shot requires the victim be near some object they cannot move.

Powers: Entangle 3D6, 1 Defense

Modifiers: OAF Arrow consumed (-1 1/4), Extra Time full phase focus (-3/4), Concentrate 1/2 DCV (-1/4), Cannot form barriers (-1/4), Only to stick to a barrier (-1) [-3 1/2]

Cost: 4 points

### Rupturing Shot

Most targets can be shot in certain areas, causing them to bleed over time. The Way Archer trains in anatomy and learns these critical points in every creature that can bleed. The Drain affects both body and stun as if it is a normal damage attack.

Powers: Drain 3D6 as normal damage  
Modifiers: OAF Arrow (-1), Gradual Effect 1 turn (-1/4), Concentrate 1/2 DCV (-1/4), Only if arrow does Body damage (-1/4), Linked to AP RKA (-1/2), Only to targets that can bleed (-1/2) [-2 3/4]

Cost: 8 points

### Shaft Of Wind

The Wind is marked only by its passage, never seen, only felt. Thus the true master can let a shaft fly true and swift, such that it cannot be sensed, save by its impact. This skill is one of true mastery.

Powers: Ranged Killing Attack 1 1/2 D6  
Modifiers: Armor Piercing (+1/2), Invisible to sight (+1/2); OAF Bow (-1), Extra Time half phase (-1/4), Concentrate 1/2 DCV (-1/4), Only up to normal Bow damage (-1/4), Magic Roll (-1/2), Requires 20 points of Special Abilities (-1/2), Uses arrow (-1/4) [+1; -3]

Cost: 12 points

### Shatter

The Way Archer is trained to be able to attack and destroy weapons and other items with this skill. The attack will only work on smaller objects but is effective against nearly anything.

Powers: Dispel 10D6 small object an arrow could destroy  
Modifiers: Any one power of a special effect (+1/4); OAF Arrow consumed (-1 1/4), Concentrate 1/2 DCV (-1/4), Extra Time Delayed Phase focus (-1/2) [-2]

Cost: 12 points

### Sight of the Green

Living among nature and training with the bow attunes the archer to his surroundings in a unique and powerful way. He can close his eyes and see by tuning in only that awareness, seeing that which normally cannot be seen. This can only be used to target and fire the bow.

Powers: Spatial Awareness  
Modifiers: OAF Bow (-1), Only to fire arrows (-1/2), only if eyes not used (-1/2), Concentrate 1/2 DCV (-1/4), Costs END (-1/2), Extra Time full phase (-1/4); [-3]

Cost: 6 points

### Spirit Shaft

The highest secrets of the Way of Archery include the Spirit Shaft. This transforms the arrow from a weapon of death to an instrument of horror, draining the life from targets until it falls to the ground. The Spirit Shaft moans in flight, passing through victims in a line until it reaches its full flight, then crumbles to dust. Rather than piercing flesh, it rends the soul of the target, and ignores armor and protective fields alike.

Powers: 2D6 BOD Drain  
Modifiers: Line Effect (+1), Recover 5 per min (+1/4); OAF Bow (-1), One target per hex (-1/2), Only living targets (-1/4), Uses up arrow (-1/4), Concentrate 1/2 DCV (-1/4), Extra Time half phase (-1/4), Requires 30 points Special Abilities (-3/4) [+1 1/2; -3 1/4]

Cost: 11 points

### Split Shot

This special skill enhances Flock of Birds so that it can be used to strike multiple targets accurately.

Powers: Accurate Sprayfire, Skipover Sprayfire  
Modifiers: OAF Bow (-1), Extra Time Delayed Phase (-1/4), Costs 1 END (-1/2) [-1 3/4]

Cost: 4 points

### The Master's Vision

Due to the arrow's deadly power, many will hide behind barriers to protect them from the Way Archer. This ability enables the archer to determine where a target is hidden, even when they are not visible. The only thing that protects from this ability is at least ten feet of solid material or some magical barrier.

Powers: N-Ray Vision  
Modifiers: Extra Time Full Phase focus (-1/2), Only to target with archery (-1) [-1]

Cost: 4 points

### Way Mastery

Firing arrows at a Way Master is an act of futility, as he can snatch them out of the air to fire right back at the target.

Powers: Missile Deflection (arrows) +4 roll  
Modifiers: Only for arrows or bolts (-1), Concentrate 1/2 DCV (-1/4), Costs 1 END (-1/2) [-1 3/4]

Cost: 6 points

### Wing Clip

The senses of the Way Archer become so keen and capable with this training that they are able to sense and fight even when completely blinded.

Powers: Drain 2D6 (Running)

Modifiers: OAF Arrow, consumed (-1 1/4), Extra Time Full Phase focus (-3/4) [-2]

Cost: 7 points

### Master Wing Clip

Like Wing Clip, this more advanced ability enables the Way Archer to slow any sort of movement the target uses. The cost of master Wing Clip is added to Wing Clip (which it takes the place of).

Powers: Drain 2D6 (Running, Swimming, Flying)

Modifiers: Three Powers at once (+3/4); OAF Arrow, consumed (-1 1/4), Extra Time Full Phase focus (-3/4) [+3/4; -2]

Cost: +4 points