

## ELENCAL 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
Heart's Focus	5	--	+1	--	+2 KA DC with bow
Longshot	5	--	-2	+6	+1 segment
Moving Shot	5	-1	--	--	Strike, Full Move
Trip	3	+1	--	--	Throws target

### SUGGESTED SKILLS AND TALENTS

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

### SUGGESTED WEAPON ELEMENTS

Elven Bow (default)	+1: Horseback fighting
+1: Whipstaff	

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

#### 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 Aster they came from. This technique is very difficult and tiring, but devastating to the enemy.

Powers: 1½D6 RKA

Modifiers: Autofire (+1/2), Armor Piercing (+1/2), 1/2 END Cost (+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), Uses arrow (-1/4) [+1 1/4; -2 1/2]

Cost: 14 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 (-1), Uses Arrow (-1/4), Extra Time 5 minutes (-2), Concentrate 1/2 DCV (-1/4), x3 END Cost (-1), Magic Roll (-1/2), Requires 20 Points in special abilities (-1/2) [+1/4; -5 1/2]

Cost: 7 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 1½D6

Modifiers: Armor Piercing (+1/2), Indirect (+1/4); OAF Bow (-1), Extra Time half phase (-1/4), Concentrate ½ 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

### 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 1½D6

Modifiers: Armor Piercing (+1/2), Invisible to sight (+1/2); OAF Bow (-1), Extra Time half phase (-1/4), Concentrate ½ 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

### 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 ½ DCV (-1/4), Costs END (-1/2), Extra Time full phase (-1/4); [-3]

Cost: 6 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: +4 DCV

Modifiers: OAF Bow (-1), Only while firing bow (-1/2), Costs END (-1/2), Only to equal full DCV (-1) [-3]

Cost: 5 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 its ways and anger is well known to him.

Powers: 12 PD, ED Force Field

Modifiers: Hardened (+1/4), Invisible to sight, hearing (+3/4), ½ 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

### 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 ½ 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