

## ELVEN WAY ARCHERY

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, among the most deadly is The Way.

Few are taught this lethal knowledge, but they are all 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.

These schools are dotted across Morien and are few in number (one is in the Dearthwood of the Westermark). Individual teachers may be found around the world as well, and they can be convinced to teach a student, if they show enough promise, respect, and willingness to learn.

A student will only be allowed to join the Way Academy if they demonstrate skill and discipline. Thus, the character must have at least 1 level with bows, an OCV of 5 or greater with bows, an Ego of 12 or better, and no psychological or physical complications that demonstrate a lack of discipline and focus (such as “wild partier” or “easily distracted”).

The applicant is then given a series of tests, such as target shooting both in motion and stable, and then they are given a quest that will benefit the Way Academy in some way, such as to hunt a troublesome nearby creature, gain a new sponsor, recover an object, or help a troubled student with a problem.

As the character advances, they might reach a point where they current teachers can offer no more, and travel is necessary. This can develop into a series of quests on its own, sending the PC to a distant place and through a sequence of tests to prove their worth to learn a technique, or find a scroll that describes it.

In addition to the martial arts maneuvers which the Way teaches, there are special techniques which can be learned. These techniques grant the Way Archer greater ability with a bow than seems possible, and makes their archery far more deadly than any other's.

### BASIC SPECIAL TECHNIQUES

The Way Archer may learn one basic special technique for every two martial arts maneuvers they have mastered, but there are no other restrictions. It costs 2 silver per technique in addition to any other costs and training, and each takes a week to learn.

#### Doubleshot

With this technique, the Way Archer fire two arrows at once, at the same target. The second shot uses a real arrow and both shots are at -2 OCV.

Power: Trigger on up to 45 active points of RKA (11 active points)

Modifiers: OIF weapon (-1/2), Extra Time delayed phase (-1/4), Side Effect -2 OCV always goes off (-3/4) [-1 1/2]

**Total Cost: 5**

THE WAY MARTIAL MANEUVERS					
MANEUVER	COST	OCV	DCV	RNG	NOTES
Block	5	+1	+3	--	Abort, block <sub>1</sub>
Called Shot	4	+3	--	--	Only for called hit location
Crippling Shot	5	+2	--	--	Disable, +1DC
Disarming Shot	4	+1	--	--	+10 STR Disarm <sub>2</sub>
Disengage	5	--	--	--	+15 STR escape/shove
Guarded Shot	3	-1	+3	--	Better DCV while firing
Heart Shot	5	-1	-1	--	+3 DC shot
Longshot	5	--	-2	+6	+1 segment
Moving Shot	5	-1	--	--	Strike, Full Move
String Choke	4	-2	--	--	2D6 NND choke, grab one limb <sub>2</sub>
Trip	3	+1	--	--	Throws target <sub>4</sub>

#### 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)  
 Woodworking Tradeskill

#### WEAPON ELEMENTS

Elven Bow (default)  
 +1: Bowstave  
 +1: Mounted Combat  
 +1: Whipstaff

Notes on Martial Arts Maneuvers:

- 1: Done with the bow staff, not ranged
- 2: Disarms target with the arrow at range
- 3: Uses the string of the bow to choke the target and pin them

### Hooking Flight

This technique allows the Way Archer to fire an arrow around a corner at a target. The arrow can bend almost 90 degrees and hit a target even if they are not visible to the archer.

Power: Indirect from archer around corners on up to 45 points RKA (11 active points)

Modifiers: OIF (-1/2), Extra Time full phase focus (-1/2), Cannot be too sharp a corner (-1/4) [-1 1/4]

**Total Cost: 5**

### Pinion

With an arrow, the Way Archer is able to pin a target to any nearby object by their clothing, temporarily immobilizing that limb.

Power: Entangle 1d6, 2 PD, 2 ED (15 active points)

Modifiers: OIF bow (-1/2), Only to pin one limb (-1/2), Only if target near a surface (-1/2), Only if target has clothing or thick enough hair (-1/2), Uses Ammunition (-1/4), Concentrate 1/2 DCV (-1/4) [-2 1/2]

**Total Cost: 4**

### Shearing Barb

With this technique, the Way Archer is able to clip small items, cutting ropes, chains, and the like with an arrow. Only items small enough for the arrow to cut through entirely can be affected by the Shearing Barb.

Power: Dispel 6d6 body (24 active points)

Modifiers: OIF Bow (-1/2), Extra Time full phase focus (-1/2), Uses Ammunition (-1/4), Requires -2 Magic Skill Roll (-1/2), Only vs chains, ropes, etc (-1/2) [-2 1/4]

**Total Cost: 8**

### Skylark Flight

This technique allows the archer to fire over barriers and impediments, arcing a shot into their target with deadly accuracy. There is no provision for seeing the target, however.

Power: Indirect from archer over barriers on up to 45 points RKA (11 active points)

Modifiers: OIF (-1/2), Extra Time full phase focus (-1/2) [-1]

**Total Cost: 5**

## ADVANCED SPECIAL TECHNIQUES

Learning these advanced techniques is a matter of demonstrating enough skill and growth in archery that the teachers decide it is time to take their student to the next stage of The Way. This is a matter of subjective judgment, but usually involves knowing at least 4 martial arts maneuvers, passing a test, and having at least an OCV of 6 with bows.

Learning each technique takes a day per point of cost and 5 silver each. At the end of the training, the Way Academy requires a demonstration of the technique before the class. It is these advanced special techniques that truly set the Way Archer apart as something incredible.

### 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.

Power: removes 1/2 DCV concentrate limitation on up to 45 active points of RKA (11 active points)

Modifiers: Extra Time Full Phase focus (-1/2), Costs 1 END (-1/2), OIF bow (-1/2), Side Effect -1 OCV always goes off (-1/2) [-2]

**Total Cost: 4**

### Flash of Feathers

This technique allows the Way Archer to fire in such a way that their arrows cannot be deflected normally. The effect changes the special effect from an arrow to another special effect (arrow that can't be deflected), making it impossible to use block, reflect, or deflection on. Each phase this is in effect costs 1 END, and a -1 magic roll is needed to start the effect.

Power: Variable Special Effect on up to 45 active points of RKA (11 active points)

Modifiers: Instant (-1/2), OIF bow (-1/2), Requires -1 Magic Skill Roll (-1/2) Extra Time Full Phase focus (-1/2), Side Effect -1 OCV always goes off (-1/2) [-2 1/2]

**Total Cost: 3**

### Flock of Birds

With truly advanced training, the archer of the way learns to duplicate his shot with magical 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. Each flurry of arrows costs 3 times as much endurance to fire.

Power: Autofire 3 shot on up to 45 active points of RKA (11 active points)

Modifiers: Instant (-1/2), OIF bow (-1/2), Requires -1 Magic Skill Roll (-1/2) Extra Time Full Phase focus (-1/2), Side Effect -1 OCV always goes off (-1/2), Uses 3 Arrows (-1/4) [-2<sup>3</sup>/<sub>4</sub>]

**Total Cost: 3**

### 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 the Way Archer can only prepare one arrow per five INT they possess. Each arrow thus prepared costs 6 END.

Power: OCV +2; RKA +1d6 (34 active points)

Modifiers: Delayed Effect (+1/4); OIF arrow (-1/2), Requires Magic Skill Roll (-1/4) Extra Time one minute focus (-1<sup>1</sup>/<sub>4</sub>), x2 END Cost (-1/2) [-2<sup>1</sup>/<sub>2</sub>]

Modifiers (RKA): Armor Piercing (+1/4) [+1/2; -2<sup>1</sup>/<sub>2</sub>]

Modifiers (OCV): Linked to RKA (-1/2), Costs END (-1/2), Instant (-1/2) [-4]

**Total Cost: 9**

### 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.

Power: Resistant Protection 10 PD; Hardened defenses on up to 10 normal PD (21 active points)

Modifiers: 1/2 END Cost (+1/4); Gesture (-1/4), Requires -2 magic Skill Roll (-1/4), only vs missiles (-1/2), Costs END (-1/2) [+1/4; -1<sup>1</sup>/<sub>2</sub>]

Modifiers (Resistant Protection): Hardened Defenses (+1/4); [+1/2; -1<sup>1</sup>/<sub>2</sub>]

Modifiers (Hardened normal PD): Linked to Resistant Protection (-1/2) [+1/4; -2]

**Total Cost: 9**

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Modifiers (Resistant Protection): Hardened Defenses (+1/4); [+1/2; -1<sup>1</sup>/<sub>2</sub>]

Modifiers (Hardened normal PD): Linked to Resistant Protection (-1/2) [+1/4; -2]

**Total Cost: 9**

### Paper Walls

This technique allows the Way Archer to fire through barriers as if they are made of paper. The magic of the technique can only penetrate barriers of wood, glass, cloth, leather, and thin metal (of 2mm or less thickness).

Power: Indirect other side of barrier, same every time on up to 45 active points of RKA (11 active points)

Modifiers: Instant (-1/2), OIF bow (-1/2), Requires -1 Magic Skill Roll (-1/2) Extra Time Full Phase focus (-1/2), Side Effect -1 OCV always goes off (-1/2) [-2<sup>1</sup>/<sub>2</sub>]

**Total Cost: 3**

### 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

Power: Invisible power effects (vs sight) on up to 45 active points of RKA (11 active points)

Modifiers: Instant (-1/2), OIF bow (-1/2), Requires -1 Magic Skill Roll (-1/2) Extra Time Full Phase focus (-1/2), Side Effect -1 OCV always goes off (-1/2) [-2<sup>1</sup>/<sub>2</sub>]

**Total Cost: 3**

### **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 a bow.

Power: Spatial Awareness (32 active points)

Modifiers: Requires -1 Magic Skill Roll (-1/2) Extra Time

Full Phase focus (-1/2), Costs END (-1/2), Only for fire arrows (-1), Only if eyes not used (-1/4), Concentrate 1/2

DCV (-1/4) [-3]

**Total Cost: 8**

### **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, ignoring armor and protective spells alike.

Power: Drain 2d6 Body (50 active points)

Modifiers: Area Effect Line 20m (+1/2), Recover 5 points per minute (+1); OIF Bow (-1/2), One target per meter (-1/2), Uses Ammunition (-1/4), Extra Time full phase focus (-1/2), No Range (-1/2), Requires -5 Magic Skill Roll (-1/2), Only affects targets with souls (-1/4) [+1 1/2; -3]

**Total Cost: 12**