

Archer- Exchanging the need of force for precision, these warriors are skillful at the art of dispatching enemies at a distance. Though other warriors may boast of the ability to slay their foe in a single blow, by staying out of the melee archers have a far better chance of living to tell their tale. Also, they are invaluable against flying adversaries. This covers both the use of the bow and crossbow.

L1- Weapon Specialization Associated Skill: Ranged Required Skill: 3d6 Base: 5

The character is especially apt at the use of a specific weapon of the bow or crossbow class, as well as any artifact derivations. This discipline may be taken multiple times for different weapon (each new weapon starts with the first level of the discipline). If any discipline is to use this as a requirement, then this must be in the weapon(s) that they're currently using.

Each time this is taken the weapon type either receives a 5% bonus to its damage or its rate is reduced by 3%. Take the example of a weapon with the damage of 3d10+25 and the rate of 25. If this discipline was taken twice for damage and three times for rate then the weapon would deal the damage of 3d10+28 with the rate of 23. This may, at most, raise the damage by 50% and reduce the rate by 30%.

L2- +2 Ranged when using bows or crossbows.

L3- Long Shot Associated Skill: Ranged Required Skill: 4d6 Base: 10

Requirement: Weapon specialization (archer discipline)

The archer is adept at lobbing shots to strike targets outside their normal range. This heavily impacts their accuracy, but additional range can be valuable, especially against other archers or flying adversaries at the verge of their range. For each five percent that the range is increased, the accuracy is reduced by seven minus the number of times this discipline has been taken (up to five). This is declared before the ranged subskill is rolled.

L4- This class now provides +4 ranged when using bows or crossbows.

L5- Point Blank Associated Skill: Ranged Required Skill: 5d6 Base: 125

Requirement: Weapon specialization x 3 (archer discipline)

Able to deal with foes at any range, the archer can even attack when involved a melee. Bows and crossbows are still extremely unfavorable at close range. This is partly because they do less damage than other weapons but primarily because they are easily broken if struck.

L6- This class now provides +6 ranged when using bows or crossbows.

L7- Load Associated Skill: Ranged Required Skill: 6d6 Base: 35

Requirement: Weapon specialization x 4 (archer discipline)

Better able to adapt to variance in the projectile, the archer can now fire weapons with a weight on it. This incurs some loss of accuracy and range, but the ability to shoot things other than plain arrows and bolts can be a great boon.

Shots can carry a number of potion vials equal to the number of times this discipline has been taken (up to three). Each dose reduces the shot's accuracy by fifteen and its range by 20%. If this discipline has been taken three times then especially heavy loads (such as grappling hooks) can be fired. This sort of weight is impractical for combat, reducing the accuracy by fifty and the range by 85%.

L8- This class now provides +8 ranged when using bows or crossbows.

L9- Precision Associated Skill: Ranged Required Skill: 7d6 Base: 30

Requirement: Weapon specialization x 6 (archer discipline)

Not surprisingly, by taking their time, archers are able to improve the precision of their attacks. This can allow them to do things with arrows and bolts that they otherwise couldn't. For a shot to have the benefits of this discipline an extra round must be taken or a shot sacrificed (whichever is less). For an example, a fire 1/2 weapon would be increased to fire 1/3, and if the character is making three shots in a single round then one of those shots could be sacrificed to give these benefits to another.

- 1- Some creatures, like skeletons, have an insubstantial form that is nearly impossible to harm with piercing weapons like arrows or bolts. By using this discipline the archer can pinpoint their strike enough to deal some damage. In the example of the skeleton, this might be severing the spinal column or detaching a limb. Attacks against enemies that fall into this category are dealt a percent of the normal damage equal to ten times the number of times this discipline has been taken. The attack can't be targeted.
- 2- The attack's accuracy is raised by 30%.
- 3- The attack is precise enough that it can be targeted against thin limbs (like hands) to pin them to the surface behind

the enemy (assuming that there is something to pin it to). To move that limb the arrow or bolt must first be removed (taking an action), or a great deal of strength exerted to pull the limb free (inflicting considerable additional harm). This may be used as a means of disabling and restraining foes if both hands are pinned and they don't have the strength to break free. Since this is a highly targeted shot, it may not deal the normal amount of damage. The various aspects of this effect (difficulty and damage for pulling a limb free, damage of the shot, etc) are interpreted by the game master.

- 4- The attack's accuracy is raised by 60%.
- 5- The archer may attempt to deflect the shot off hard surfaces such as walls and shields. The game master should subtract the respective difficulty of the shot (such as the "heroic" difficulty for a shot that makes multiple deflections). Like many aspects of this discipline, the game master should interpret the effect (such as if the defender is unaware of the unusual trajectory, and thus unable to dodge it).

L10- This class now provides a bonus to ranged equal to the character's level when using bows or crossbows.

Weapon Mastery Associated Skill: Ranged Required Skill: 8d6 Base: 300
Requirement: Weapon specialization x 10 (archer discipline)

The character has obtained the pinnacle of skill with a specific weapon, able to use it at its utmost potential. Like weapon specialization, this applies to artifact derivations and can be taken multiple times for different weapons (each new weapon starts with the first level of the discipline).

When the character takes this discipline they pick one of two effects. The first is to double the critical range. The second is to double the critical effect for the normal range (such as +4 to +8, x2 to x3, or x3 to x5). If they have weapon specialization x 15 (archer discipline), then this may be taken a second time for the other effect. For an example, take a weapon with the critical range of three and the effect of "damage x 2". If this discipline was taken twice then the critical effect would be "damage x 3" if it fell within the range of one to three, and "damage x 2" if it fell within the range of four through six.

If the character has weapon specialization x 20 (archer discipline) then this may be taken a third time for a special effect. ???

Bowman- Specialists with the bow and arrow, they were well used across the globe in medieval warfare. The elite of the times, the English longbow archers trained for years to build the arm strength and proficiency to be the most feared and respected in their art.

Requirement: Archer (level 7)

L1- Tracer Associated Skill: Ranged Required Skill: 5d6 Base: 10
Requirement: Weapon specialization x 3 (archer discipline)

By observing the shots of others the bowman can improve upon their accuracy. Observing doesn't take a substantial period of time, but using what they glean does require the ability to concentrate. Those watched don't necessarily need to be friendly as long as they're using a missile weapon. The various effects of this discipline don't stack with additional shots.

- 1- The bowman can judge the angle at which they should aim by watching nearby shooters or those shooting at them. This improves their accuracy by fifteen. For this to take effect the observed shooter must be within ten feet of the bowman, and shooting at a location within ten feet of the bowman's desired target or vice versa. This bonus lasts until either the target or the bowman moves a significant distance (several yards).
- 2- By observing the draw of similar weapons the bowman can further improve their accuracy by an additional twenty. This requires that the observed character's weapon is the same as the bowman's, as well as getting the benefits for the first level of this discipline.
- 3- Shots can be made with far greater ease by following a visible trail, such as the smoke of an ignited arrow. If there is such a trail and they are getting the benefits for the first level of this discipline, the accuracy of the attack is raised by an additional twenty five. This bonus lasts until either the trail disappears.
- 4- Watching the missile weapons of others shows the bowman the direction and speed of the wind. This improves the accuracy of shots by ten on the round after they make this observation.
- 5- The bowman may attempt to duplicate shots that appear to be especially effective. This requires that the observed shot is made at the same target and that the bowman has any disciplines necessary to shoot at that location (such as long shot or precision if the shot was deflected). This raises the difficulty of the shot by fifteen. By doing this the attack is granted any benefits that the other missile weapon had to its effect or damage (such as **armor penetration**, bonus critical effects, etc). This doesn't duplicate bonuses specific to the observed weapon (such as enchantments). This shot can't use additional disciplines or be targeted unless the observed

shot did too.

L2- Intuitive Shot Associated Skill: Ranged Required Skill: 6d6 Base: 15
Requirement: Weapon specialization x 5 (archer discipline)
Even without seeing their foe the Bowman can infer their position by sound and guesswork gained educated by combat experience. This can only be used against foes that the Bowman is aware of, granting them half their normal accuracy plus a percentage equal to their hearing roll. The attribute has an effective range equal to twenty feet times the times this discipline has been taken (up to ten).

L3- Nock Associated Skill: Ranged Required Skill: 7d6 Base: 75
Requirement: Weapon specialization x 8 (archer discipline)
By balancing up multiple arrows on the bow, many shots may be made at once. This takes five rounds to set up, narrowing its usefulness to the preparation before a fight. The Bowman may shoot a number of extra arrows equal to the number of times they've taken this discipline (up to three). The attack can't shoot any extra times this round due to its rate.

L4- Zen Calming Associated Skill: Ranged Required Skill: 7d6 Base: 300
Requirement: Weapon specialization x 10 (archer discipline)
With a tremendous force of will the Bowman can still the small shaking inherent in bodies. This is done by diverting focus from the arms to the target, a technique used by modern snipers and marksmen. For each time this discipline has been taken (up to three) the character adds half of their willpower to their ranged subskill rolls for attacks.

L5- Barrage Associated Skill: Ranged Required Skill: 8d6 Base: 175
Requirement: Weapon specialization x 12 (archer discipline)
The Bowman may lose arrows without care for their precision, freeing them to focus on their rate. This divides the rate of the weapon by the number of times this discipline has been taken (up to three) plus one. Arrows streak toward a random foe within a forty five degree arc, having an accuracy equal to a tenth of their normal amount plus ten for each person in the area beyond the first.

Marksman- The crossbow was above all favored in medieval times for its simplicity. The common soldier or mercenary could learn to load and fire with deadly effect within a few hours (compared to years for the longbow). However, this does not mean that it was a weapon of simpletons. The crossbow was also the preferred weapon of assassins and snipers for its high accuracy and lethality.
Requirement: Archer (level 7)

L1- Quick Draw Associated Skill: Ranged Required Skill: 5d6 Base: 45
Requirement: Lightning reflexes (general discipline) and point blank (archer discipline)
The grip and trigger design of modern weaponry originated from the crossbow. Like its modern counterparts, the crossbow is able to be drawn and fired faster than other weapons (given that it's already loaded). This can be used to have the drop on foes, allowing the character to use their full initiative roll at the start of combat, even if the crossbow isn't drawn. This can also catch enemies off guard and flat footed if they are not aware that the character is armed.

L2- Strafe Associated Skill: Ranged Required Skill: 5d6 Base: 75
Requirement: Weapon specialization x 5 (archer discipline)
Unlike bows, the crossbow is a versatile weapon in the ways that it can be shot. Though a conventional two handed grip may be the easiest, it is not a staunch requirement to use the weapon. Rather, the user has the freedom to shoot over their shoulders, while on the run, or even single handed. This discipline signifies a proficiency in using the weapon in these unusual ways.
1- The character can shoot while walking, suffering a -10 loss to their accuracy.
2- The character can shoot while running, suffering a -20 loss to their accuracy.
3- If the character's strength is at least two higher than the weapon's requirement, then the crossbow can be wielded in a single hand. The primary advantage of this is that they can then wield another weapon or a shield (if ambidextrous). In addition, this allows them to have greater freedom in firing arcs, such as the ability to shoot over their shoulder. Using the crossbow this way incurs a -35 loss of accuracy. Two hands are still required to reload.

L3- Reload Associated Skill: Ranged Required Skill: 6d6 Base: 30

Requirement: Weapon specialization x 7 (archer discipline)

For most the rate at which a crossbow fires is set. A full draw, by any design (push lever, ratchet, or windlass), takes a fixed amount of time that isn't dependent on the shooter's skill. However, with their extensive experience the marksman has found some shortcuts that can shorten the interval between shots. This requires total focus on their task (meaning the ability to concentrate). With this crossbows have a rate of eighty minus five times the number of times this discipline has been taken (up to ten). This rate is multiplied by two for medium crossbows, and three for heavy.

L4- Penetrate

Associated Skill: Ranged

Required Skill: 7d6 Base: 100

Requirement: Precision (archer discipline) and armor design (general discipline)

The high tension behind crossbow bolts leads to a greater punching power compared to most other missile weapons. Thus, if wielded properly this force can be used to pierce light armor and weakened foes. This requires some selectiveness in where foes are shot, meaning that this can't be used in targeted attacks.

This grants crossbows **armor penetration** for excess accuracy, and the ability to harm those behind the target for excess damage (over the lethal amount). Use 20% of the excess amounts for each time this discipline has been taken (up to five). For an example, if this discipline has been taken three times, crossbows have **armor penetration (60% of excess accuracy)** and harm those behind struck foes for 60% of any excess damage.

L5- Dead Shot

Associated Skill: Ranged

Required Skill: 8d6 Base: 30

Requirement: Precision x 3 (archer discipline) and weapon specialization x 10 (archer discipline)

Often used in the roll that sniper rifles hold today, the accuracy of crossbows has a high influence on its lethality. This grants the crossbow a bonus critical with a range equal to the number of times this discipline has been taken (up to ten). The bonus critical's effect is to add any excess accuracy over what was needed to hit the target to the damage.

Flinger- More of an improvised weapons expert, these fighters are expert at the art of throwing weapons.

Requirement: Archer (level 1)

L1- Handling

Associated Skill: Ranged

Required Skill: 5d6 Base: 65

The first lesson learned by those that handle dangerous things is how to take care not inured themselves. This is of vital importance to flingers since they commonly throw things that are either sharp, poisoned, burning, or explosive. As long as they are able to concentrate it is assumed (without rolling) that the finger is safe from the things that they are throwing. There may still be some hazard if the game master deems an item especially dangerous (like explosives near open flames).

L2- Toss

Associated Skill: Ranged

Required Skill: 6d6 Base: 50

Skillful at improvising weapons, the flinger can use just about anything they can pick up as a deadly projectile. Anything they throw carries a trade off based on its weight between accuracy and damage. For an example a throne, being exceedingly heavy, is difficult to throw (having low accuracy and range), but those hit will definitely feel it. The game master determines the strength requirement, range, accuracy loss, damage, critical properties, and special attributes (such as **knock back**) of any thrown item.

L3- Hurl

Associated Skill: Ranged

Required Skill: 6d6 Base: 125

Requirement: Toss (flinger discipline)

Though they prefer throwing weapons that they can carry in bulk (daggers, darts, and the like), in a pinch the flinger can part with heavier melee weapons and use them as potent projectiles. The weapon maintains its normal damage and critical effects, but loses its rate and any special properties. It has a range equal to the flinger's physique roll, doubled if a medium weight, and tripled if light.

L4- Prickle

Associated Skill: Ranged

Required Skill: 7d6 Base: 15

Requirement: Weapon specialization x 5 (archer discipline)

Most traditional throwing weapons are designed to focus its force on a small area, delivering deep cuts or stabs rather than grievous blows common to heavier weapons. This means that they generally deal very little damage, but they can be counted on to deliver a certain amount of harm. This discipline causes any non-improvised throwing weapon to deal a minimum damage equal to the number of times this discipline has been taken (up to ten), doubled if a medium weight, and tripled if heavy.

L5- Scatter

Associated Skill: Ranged

Required Skill: 8d6 Base: 1000

Requirement: Weapon specialization x 10 (archer discipline)

Since most traditional weapons are very small, with much practice several can be thrown at once. With this, the flinger can throw an additional two light or one medium non-improvised throwing weapon from each hand. This is a very difficult feat, requiring that the flinger is able to concentrate.