

Ranger Base List 2.6.7

MARKSMAN'S WAY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Quickdraw *	caster	1 rnd	self	U
2)	Fletching I	1 arrow	P	touch	U
3)	Dead Eye I	caster	1 rd/lvl	self	U
4)	Ranged Shot *	1 missile	1 attack	varies	U
5)	Dead Eye II	caster	1 rd/lvl	self	U
6)	Undeflect *	1 missile	1 attack	100'	F
7)	Fletching II	1 arrow	P	touch	U
8)	Dead Eye III	caster	1 rd/lvl	self	U
9)	Blood Spiller *	1 arrow	1 attack	100'	F
10)	Fletching III	1 arrow	P	touch	U
11)	Armor Piercer *	1 arrow	1 attack	100'	U
12)	Double Shot *	2 missiles	1 rnd	varies	U
13)	Dead Eye IV	caster	1 rd/lvl	self	U
14)	Ranging •	1 spell	varies	self	U
15)	Ghost Arrow *	1 arrow	1 attack	100'	U
16)	Sniping	1 arrow	1 attack	100'	U
17)	Fletching IV	1 arrow	P	touch	U
18)	Bending	1 arrow	1 attack	100'	U
19)	Dead Eye V	1 missile	1 rd/lvl	self	U
20)	Fletching V	1 arrow	P	touch	U
25)	Triple Shot *	3 missiles	1 rnd	varies	U
30)	Fletching True	1 arrow	P	touch	U
50)	Master Bowman	caster	1 rd/lvl	self	U

1. Quickdraw — Caster may ready an arrow (or other weapon) from the quiver (or scabbard) at an instant. This spell negates the penalty for drawing an arrow and firing the same round.

2. Fletching I — Given the proper material for arrow making caster can fletch a +5 arrow. The process take 15 minutes.

3. Dead Eye I — Caster has +5 to his missile attacks for the duration.

4. Ranged Shot — The next missile shot by caster has its range doubled (i.e a bow may fire 200' at zero range modification instead of the usual 100').

5. Dead Eye II — As *Dead Eye I*, except bonus is +10.

6. Undeflect — [RR: -20] Next missile shot by caster is enchanted with a protection vs “magic turning”. If someone attempts to “Deflect”, “Turn” or “Aim Untrue” that missile they must first RR vs casters lvl. If the RR is unsuccessful the missile make its attack roll as if no spell were cast to deflect it.

7. Fletching II — As *Fletching I*, except bonus is +10 or caster may chose one effect from the list of Fletching effects below.

8. Dead Eye III — As *Dead Eye I*, except bonus is +15.

9. Blood Spiller — Next missile shot by caster will produce a bleeding wound if it hits the target (i.e make at least an “A” severity critical). The targets RR failure indicate the severity of the bleeding. For every 5 failure add 1 hit/rnd of bleeding (i.e a target receiving a critical and failing his RR by 21 will take an additional 5 hits/rnd). The upper limit is 10 hits/rnd which will occur on a RR failure of 50 or more. Any bleeding stated in the critical table applies as normal.

10. Fletching III — As *Fletching I*, except bonus is +15 or caster may chose one effect from the list of Fletching effects below.

11. Armor Piercer — Next missile shot by caster will be armor piercing. It has a 100% chance modified by the targets Armor Type and bonus, to ignore any armor worn by the target, i.e use AT/1 on the attack table to determine the results. Example: a

target wearing an AT/18 with +10 bonus has 72% chance of being “pierced”. Simply add armor type and bonus and subtract that sum from the 100% chance.

12. Double Shot — The round that this spell is cast the caster may fire two missiles with a -20 penalty. If the targets of the missile attacks are separated by more than 90° (i.e caster must turn to fire his second shot) there is a -40 penalty to both shots.

13. Dead Eye IV — As *Dead Eye I*, except bonus is +20.

14. Ranging — This spell costs no PP and need not be rolled for but require one round of casting time. When this spell is cast the casters next ranged spell from this list may be used with a 200' range instead of the 100' range.

15. Ghost Arrow — The next missile fired by caster will have its shaft dissolved when it hits the target, making it extremely difficult to remove the arrow head from the wound. All healing spells will have halved effect (in time *or* efficiency), all herbs will have ¼ effect and surgery is necessary to recover the arrow head to eventually be able to heal the wound.

16. Sniping — For his next missile attack the caster may modify the critical result by his full number of skill ranks in *Sniping* even if the target is aware of the attack.

17. Fletching IV — As *Fletching I*, except bonus is +20 or caster may chose one effect from the list of Fletching effects below.

18. Bending — Caster may curve his next bowshot up to a 3° per 10' (maximum 30°) angle.

19. Dead Eye V — As *Dead Eye I*, except bonus is +25.

20. Fletching V — As *Fletching I*, except bonus is +25 or caster may chose one effect from the list of Fletching effects below.

25. Triple Shot — As *Double Shot*, except caster may fire three shots in one round with a -40 penalty. If the targets are separated by more than 90° there will be a -80 penalty to all shots.

30. Fletching True — As *Fletching I*, except bonus is +30 or caster may chose one effect from the list of Fletching effects below.

50. Master Bowman — For the duration of this spell the caster may utilize any effects of the lesser level spells on this list each round.

SPECIAL NOTES

1) Fletching spells. The material needed for the basic Fletching spell are a wooden shaft, feathers and an arrowhead. Bonuses from material (i.e low steel, high steel etc) are not cumulative with the bonuses from Fletching spells.

2) On the Armor Piercer spell it states that “special armor” might be allowed an RR. As a rule of thumb, any armor with a bonus of +20 or more should be deemed special and allowed an RR. Armors who ignores crits or is otherwise unique might also be allowed an RR.

3) A note on quick spells. Normally a quick spell take effect the round after it was cast (with the natural exceptions of Bladeturn, Deflections, Attack). The spells on this list belongs to the exceptions as they can be cast in the same round as the bow is being fired.

4) The spells on this list assumes that a bow is being used, but GM may decide to allow thrown weapons as well. Crossbows will not work with the Quickdraw, Multiple Shot and Triple Shot spells, but might otherwise be allowed.

EFFECTS OF FLETCHING II

Fire Arrow (I). Creates an arrow with a flammable tip, useful for detection purposes, setting things on fire or making some extra damage. This arrow will give an extra "A" Heat crit only if it scores a "E" puncture critical.

Whistler Arrow. This arrow gives off a whistling sound when flying through the air. It has a -10 OB penalty if shot vs a target.

Quickdraw Arrow (I). Creates an arrow which provide a special +10 bonus to quickdraw. If the quiver is filled with different types of arrows: randomize the bonus chance.

Longflight Arrow (I). This arrow has a increased range by 20%. I.e it will attack without penalty on up to 120' instead of the regular 100'.

EFFECTS OF FLETCHING III

Fire Arrow (II). Creates an arrow with a flammable tip, useful for detection purposes, setting things on fire or making some extra damage. This arrow will give an extra Heat crit 3 levels lesser in severity.

Quickdraw Arrow (II). Creates an arrow which provide a special +20 bonus to quickdraw. If the quiver is filled with different types of arrows: randomize the bonus chance.

Bodkin Point Arrow. This arrow is +20 vs Platemail and Chainmails (AT13-20), but ±0 versus all other armor types.

Hunting Arrow. This arrow is +20 versus AT/4 or less. It is a ±0 arrow against armored foes.

Longflight Arrow (II). This arrow has a increased range by 40%. I.e it will attack without penalty on up to 140' instead of the regular 100'.

Screamer. An arrow that when shot produces a loud screaming sound that can be heard from up to 1000' on a normal day and perhaps even longer distances if the wind is perfect.

EFFECTS OF FLETCHING IV

Fire Arrow (III). Creates an arrow with a flammable tip, useful for detection purposes, setting things on fire or making some extra damage. This arrow will give an extra Heat crit 2 levels lower in severity.

Swift Arrow (I). A quiver filled with these arrows completely negates the penalties for firing every round (i.e user does not need to roll for quickdraw). They are also +10 OB.

Cold Arrow (I). This magical arrow delivers an extra Cold critical 2 levels lower in severity.

Longflight Arrow (III). This arrow has a increased range by 60%. I.e it will attack without penalty on up to 160' instead of the regular 100'.

Rowing Head Arrow (I). An arrows that causes extra impact on its victim and thus delivers x1,5 concussion hits.

Broadhead Arrow (I). This arrow has four sharp blades that cause massive bleeding to the victim. It will enhance all bleeding from a critical wound by x1,5. This effect is **not** cumulative with the 10th lvl spell "Blood Spiller", but if used with such a spell and RR succeeds, the victim still take x1,5 bleeding due to the broadhead arrow.

EFFECTS OF FLETCHING V

Fire Arrow (IV). Creates an arrow with a flammable tip, useful for detection purposes, setting things on fire or making some extra damage. This arrow will give an extra Heat crit 1 level lower in severity.

Swift Arrow (II). A quiver filled with these arrows completely negates the penalties for firing every round (i.e user does not need to roll for quickdraw). They are also +15 OB.

Cold Arrow (II). This magical arrow delivers an extra Cold critical 1 level lower in severity.

Longflight Arrow (IV). This arrow has a increased range by 80%. I.e it will attack without penalty on up to 180' instead of the regular 100'.

Rowing Head Arrow (II). An arrows that causes extra impact on its victim and thus delivers x2 concussion hits.

Broadhead Arrow (II). As Broadarrow I, except that it enhances bleeding from puncture wounds by x2.

Swallowtail Arrow. An arrow with large barbs that exacerbate the removal of the arrow. Until the arrow is removed it is generally impossible to heal the wound or stop the bleeding. To remove a Swallowtail arrow one must successfully make a Surgery Static Maneuver (Hands of the Healer, p.7) or First Aid roll (121+).

EFFECTS OF FLETCHING TRUE

Fire Arrow (V). Creates an arrow with a flammable tip, useful for detection purposes, setting things on fire or making some extra damage. This arrow will give an extra Heat crit at the same severity as the primary critical.

Swift Arrow (III). A quiver filled with these arrows completely negates the penalties for firing every round (i.e user does not need to roll for quickdraw). They are also +20 OB.

Cold Arrow (III). This magical arrow delivers an extra Cold critical at the same severity as the primary critical.

Longflight Arrow (V). This arrow has a increased range by 100%. I.e it will attack without penalty on up to 200' instead of the regular 100'.

Superior Rowing Head Arrow. A heavy magical arrow that makes an extra Impact critical at the same severity as the primary critical and deliver x2 concussion hits upon its target.

Arrow Combinations. The caster of the spell may at this level combine two effects from the lower level Fletching abilities. It might for example result in a +25 Swallowtail Arrow or a Longflight Broadhead Arrow.

SPECIAL NOTES ON ARROWS

1) A normal quiver hold 20 arrows. The type of arrows can be mixed as suited but the GM may decide that some types of arrows take more space than other (fire arrows for example since they have a cage for holding flammable materials).

2) When a quiver holds different types of arrows there will be a time consuming maneuver to pick a certain arrow. GM may decide to add an additional penalty to the Quickdraw maneuver depending on how varied the assortment of arrows in the quiver are.

- ABSURD (-70): A quiver filled with 20 different arrows.
- SHEER FOLLY (-50): A quiver filled with 10 different types of arrows.
- EXTREMELY HARD (-30): A quiver filled with 5 different types of arrows.
- HARD (-10): A quiver filled with two different types of arrows.
- MEDIUM (±0): A quiver with only one type of arrows.

3) A GM may decide to let the arrows made with this list (i.e the Fletching spells) lose their magical power once shot.