

Archer

Sash: Orange

Armor: 2

Shield: none

Weapons: Dagger, Short, Bow

Look The Part: Check Rulebook



Incantations

“Destruction Arrow”

“Pinning Arrow”

“Poison Arrow”

“I knocked my arrows to my bow, I let them fly,
my quiver is low. Now I pause to go reload.” x3

“I return with a full quiver” x3

Abilities

Reload 1/Refresh then Charge x3 (ex)

Pick two:

Destruction Arrow - 1 Arrow / Unlimited (ex)

Pinning Arrow - 1 Arrow / Unlimited (ex)

Poison Arrow - 1 Arrow / Unlimited (ex)

Charge Incant: “Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour.”

(ex)-extraordinary (am)- ambulant **X/L**- times per life **X/R**- times per refresh

Destruction Arrow

T: Specialty Arrow S: Sorcery

M: Arrow with red head cover labeled ‘Destruction’.

I: “Destruction Arrow”

E: This arrow is Armor Destroying and Shield Destroying. Armor Destroying and Shield Destroying are applied after the normal effect of being hit with an arrow is applied.

Pinning Arrow

T: Specialty Arrow S: Sorcery

M: Arrow with yellow head cover labeled ‘Pinning’.

I: “Pinning Arrow”

E: A player struck by this arrow is Stopped for 30 seconds. Engulfing.

Poison Arrow

T: Specialty Arrow S: Death

M: Arrow with green head cover labeled ‘Poison’.

I: “Poison Arrow”

E: This arrow is Wounds Kill.

Reload

T: Verbal S: Sorcery R: Self

I: “I knocked my arrows to my bow, I let them fly,
my quiver is low. Now I pause to go reload.” x3

E: Player becomes Out of Game and may move about the field retrieving their arrows. The player may remove their Out of Game state in the location they started by stating, “I return with a full quiver” x3.
L: Must stay at least 10’ away from other players at all times.

N: May ask reeve for assistance in retrieving arrows that are within 10’ of other players.

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