

Archery Modification

2010

Archery Weapons

Type*	Size	Min-Max Length	Base Damage
Slingshot, Hand Crossbow	Small	8" - 12"	1
Light Crossbow	Short	12" - 24"	2
Short Bow	Short	24" - 36"	2
Heavy Crossbow	Short	24" - 36"	3
Long Bow	Long	36" - 46"	3
Scorpion (crossbow)	Two-Handed	36" - 46"	4
Great Bow (recurve)	Two-Handed	46" - 58"	4

**this packet will use the term 'bow' to mean any and all of these weapons throughout this packet, except where specifically noted*

Melee with a Bow

A character with Archery can use a Small, Short, or Long bow as a blocking weapon while using a melee weapon in his or her other hand. The Archer must have the appropriate skill to use the melee weapon, and if the size of the bow is Small or Short, the melee weapon can be Long or shorter. If the bow is Long, the melee weapon can be Short or shorter. This is an innate ability of Archery, will not follow the rules of *One-Handed Block*, and does not require the Archer to purchase any skill other than Archery and a melee weapon skill.

A Two-Handed Bow cannot be used in this way, and will follow all of the normal rules for *One-Handed Block*.

All bows, regardless of size, require two hands for the purpose of firing.

Rapid Fire

A character skilled in Archery can fire a burst of missiles faster than the common Archer. To represent this, the Archer can hold a limited number of packet arrows in the same hand as his bow. These arrows are a completely out of game convention, and for the purpose of being targeted by spells, etc., all missiles are still considered to be held in the Archer's quiver.

The number of missiles that can be held in the archer's bow hand is one per full +2 Proficiency with Archery. Master Proficiencies count in this total, and odd-number proficiencies do not add to the total. This is calculated such that a +1 proficiency allows no packet arrows to be held in the Archer's hand, +2 allows one, +3 allows one, +4 allows two, +5 allows two, +6 allows three, etc. These arrows can be fired all at once or individually at the discretion of the Archer, and can be replenished at any time, but the total number held in this way can never exceed the limit described above.