

Archers of Aenar

The Archers of Aenar (Hero)

Background:

This group originates from Aenar, in Central Aviron. They have been around for almost 500 years. Although more advanced now with weaponry and tactics they still train at the same location as they did back then. Aenar is a free city and the training is open to anyone who is qualified.

The Aenar Archer has learned to make his bow and arrows using craft and magic in unison. This process is hard to learn and require some special training.

Characteristics:

These archers tend to have a lot of pride in their equipment and talent. They are

Requirements to Join

5 archery capabilities

9+ AB

Expert & weapon focus in bow of choice

Initial Training requires 1 month and 500 gc.

Path Costs and requirements:

Path Rank	Requirements	Benefits
1	See Above	Create Archer's Arrows
2	Train 1 month, 1,000 gc	Create Archer's Bow
3	AB 12+, 500 gc	Allowed access to archer Capabilities

Create Archer's Arrows: You may create 12 arrows per 1 CP. Every Archer's Arrow is unique to you and only you gain its benefit. Your arrow does a # of extra points of damage = to the path rank you were when you made the arrow.

Create Archer's Bow: You may create a special bow and through a true name ceremony make it your bonded weapon, much like a legacy item. This bow has a + to hit = to your rank in the archers. The bow becomes sentient when the ceremony is complete. It has 3 ability scores, Int, Wis, Chr, 2 are 17 and 1 is 10. You can communicate with the bow telepathically. The bow takes on your morality. The bow if touched by someone else while not in your hand an alarm sounds in your mind, the range is the world you are on. If someone attempts to sunder your bow you can elect to take the damage instead of your bow. If your bow is ever destroyed you take 1d6 ability damage. You may elect replace your existing bow or make a new bow and go through the ceremony again. This is at the cost of 8 CP.

Archer's Eye

Prerequisite: Archers of Aenar Rank 3, Tag, AB 22+

CP Cost 5

You gain a +10 to hit a tagged target until the tag is lost or the target becomes un-targetable. This is a full round action.

Archer's Shot

Prerequisite: Archers of Aenar Rank 3, Tag, AB 22+

CP Cost 8

You are in complete harmony bow, arrow and you. Your bow adds to hit and damage as do your arrows.

Daunting Shot

Prerequisite: Archers of Aenar Rank 3, Tag, AB 14+

CP Cost

A tagged target can have a called shot with no penalty.

Deadly Shot

Prerequisite: Archers of Aenar Rank 3, Tag, AB 22+

CP Cost 6

A tagged target makes a reflex save to avoid the arrow, the DC = your to attack roll. Otherwise the target dies. The target must be able to be affected by critical hits.

Homing Arrow

Prerequisite: Archers of Aenar Rank 3, Tag

CP Cost 6

Any target you tag, you can ignore concealment and up to 90% cover.

Marksmanship

Prerequisite: Archers of Aenar Rank 3, Tag

CP Cost 4

You gain a + to hit = to your charisma bonus.

Piercing

Prerequisite: Archers of Aenar Rank 2

CP Cost 2

Arrows you have created and shot from your archer's bow gain Armor piercing = to the plus of the 'arrows'.

Power Shot

Prerequisite: Archers of Aenar Rank 3

CP Cost 3

Any time the archer uses a Strength bow the bonus damage is 1 more than the bow will allow. The archer still has to meet the original strength bonus of the bow.

Seeker Arrow

Prerequisite: Archers of Aenar Rank 3, Tag, AB 16+

CP Cost 6

A tagged target will have these arrows follow them around corners etc. The arrow can only fly where it can fly. It can't go through solid objects etc.

Undead Hunting

Prerequisite: Archers of Aenar Rank 3

CP Cost 5

You can critical hit undead with your Archer's bow and archer's arrows used together.