

## Bracken Archers

### The Bracken Archers (Military)

**Background:**

The Bracken Archers are stationed on the west coast of the mineral Islands. They are the most talked about archers in Mineral Islands. They are a special unit of the Kalirean military.

**Characteristics:**

These archers specialize in taking down and doing damage to an opponent. They are not arrogant, they just like what they do.

### Membership Requirements

Bracken Archers train anyone but mainly the train their own archers. They gain valuable knowledge from all over the world allowing others from outside to train with them.

Expert with Short or Long bow.

AB 4+

You must have *Precise Shot* or *Point Blank Shot*

*For those not joining the military they must pay 1,200 gc for the training. The training takes 24 weeks otherwise. You can offset the training, 3 weeks cost 1 CP.*

### Path Requirements & Benefits

Path Rank	Requirements	Benefits
1	See Above	Access to Capabilities below

#### Finishing Shot

*Prerequisite:*

CP Cost        3

You gain 1d8 extra damage when 2 of your attacks that round hit the same target.

#### Power Shot

*Prerequisite:*

CP Cost        3

You can take a full round action with any composite bow and you can shoot 2 arrows if they both hit you gain Takedown: They gain a resist = to 2x the total damage of both attacks. The resist is an Athletic (Brawn) or Acrobatics (Tumble). If they fail by 5 or more they are also moved back 1 hex. Size modifiers apply. + or - 4 for each size difference.

**Precise Shot, Advanced**

*Prerequisite: Expert with a ranged weapon, Point Blank Shot, Precise Shot*

CP Cost        6

Your ranged attacks ignore the defense bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you do not have the 50% chance to strike an unintended target.

**Triple Shot**

*Prerequisite: Expert with a ranged weapon, Point Blank Shot, Precise Shot*

CP Cost        3

With any long or short bow you gain 1 extra shot in any round when you take 2 shots. This extra shot happens in your 2<sup>nd</sup> action.