

Ryan's Archers

Ryan's Archers (Legend)

Background:

This group of archers is the matter of legend. Their ability to drop a target with one shot is legendary. Their secret of course is the arrows of slaying. They never tell how it works or what it even is, except a special arrow. Nations seek them out to exploit their craft. The group learned long ago to avoid any type of servitude as they know it will ultimately lead them to a situation very difficult to get out of. For this reason they join mercenary bands or take up adventuring.

Ryan's Archer's Train in the Free City of Starshine in SW Aviron.

Characteristics: This group is highly sought after by all. For this reason they make great efforts to hide their membership and their location. They travel about fighting for causes they believe in. The membership rarely acts as one cohesive group, they all have their own beliefs and codes they live by. But on home ground they are safe from each other. Non-members are allowed into the compounds but only to common areas. They cannot participate and at any time another member may ask non-members to leave for any reason.

Membership Requirements

- AB +15
- Trained and Expert in long bow and short bow
- 5 Archery capabilities
- Intelligence bonus of +1 or better
- Agility Bonus +4 or better
- 10+ Employment (Craft) (Bower / Fletcher)
- 1 Month Training and 1,000 gc.

Archer Requirements & Benefits

Path Rank	Training	Gc	CP	Other requirements
1	See Above			Craft Arrow
2	1 Month	0	5	Critical Hit Bonus
3	1 Month	5,000	7	Devotion of the Bow
4	1 Month	1,000	8	Devotion of the Arrow

Craft Arrow: You spend 1 hour and with feathers and a suitable shaft material you can make arrows. These arrows when you use then gain a magical bonus to hit and damage = to your path rank. This takes 1 hour per arrow to do.

Critical Hit Bonus: This is a bonus of +1 to the critical hit range with any bow you use.

Devotion of the Bow: Any bow in your hands gains a range increment double that of the bow type you are making. It gains a +3 to hit and damage, this stacks with your bonus from an archer's bow if you have that ability and apply it simultaneously with this ability. This is a magical ability.

Devotion of the Arrow: This arrow takes 1 week and needs the blood of the race it is meant to slay. Any hit with the arrow on the appropriate race dies instantly when hit, no resist or MR. It costs 1,000 gc to make one arrow. The arrow must do at least one point of damage after all DR etc. for the slaying to kick in.