

1985 ARCANA

ARCHERY 1.1

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THIS IS PLAYTEST MATERIAL

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FIGHTING STYLE

Draw Ring Archery

Your mastery of a short bow and draw ring allows you to make attacks in quick succession.

If you've already used your attack action to make an attack with your short bow, you may use your bonus action to make an additional attack. When calculating damage for this additional attack you don't add your dexterity modifier.

ARROWHEADS

Magyar Arrowhead

This wide bill arrow tip pierces the target before its unique shape pushes itself back out. This causes the creature to bleed. Targets struck by a Magyar arrowhead take an additional 1d6 piercing damage at the beginning of their next turn.

Bodkin Arrowhead

This Armor-piercing arrow tip ignores resistance to piercing damage.

Athir Arrowhead and Wire

This narrow hooked tip is made to pierce and grab onto objects and creatures. When used alongside its accompanied wire, the pair can be used to grab hold of objects or creatures from a distance. This style of grapple stops the object or creature from moving further away from you than the length of the wire. A creature can spend their action to remove the arrowhead from themselves, another creature or object. If an object would not normally be pierced by an arrow, this type of grapple would not work.

Haudmal Arrowhead

This spherical arrow tip deals bludgeoning rather than piercing damage.

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