

The ARChER

An unofficial expansion for the Dragon Warriors fantasy roleplaying game



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by

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The Archer

No other profession can match the Archer in the use of the bow. They are trained from early childhood the use of their weapon until their very frame has become warped to meet its needs and the bow has become an extension to their body. Without the bow, the archer is weak. With it, he is mighty.

The rules for the Archer also covers those who specialise in other missile weapons. In this case they will be called crossbowmen, slingers, javelin throwers, or whatever, but other than that the below rules will still apply, except as indicated otherwise.

Character Creation Summary

A: Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each

B: Health Points = 1d6+5

C: Basic Attack = 12; Basic Defence = 6

D: Basic Magical Defence = 3

E: Basic Evasion = 5

F: Basic Stealth = 14; Basic Perception = 8

G: Shooting Bonus=3

Minimum Requirements

Archers must have a Strength and Reflexes score of at least 9.

Special Abilities

Archers begin their career with a few default special abilities, and may choose one additional special ability at that time. Every rank thereafter the archer may choose another special ability. A few special abilities may only be selected at 8th rank and above. The below table describes this.

At rank 1:

- All Default Abilities
- 2 Basic Special abilities

Each rank thereafter:

- 1 additional basic special ability

At Rank 8:

- Default rank 8 ability
- 1 basic special ability or advanced special ability

From rank 9 onwards

- One basic special ability or advanced special ability

Rank 1 **Default** abilities:

- Archer's Eye
- Farshooting
- Favoured Weapon
- Fletcher/Bowyer
- Shooting bonus

Basic special abilities available from rank 1 onwards:

- Arrow Storm
- Earth Quiver
- Fast Shot
- Lesser Mounted Archery
- Master Fletcher
- Mobile Shooting
- Overwatch
- Penetrating Shot
- Precise Shot
- Quick Draw
- Rapid Shooting
- Reflexive Shooting
- Sharpshooting

Default abilities at rank 8

- Second favoured weapon

Optional abilities at rank 8+ only

- Greater Mounted Archery
- Master Bowyer
- Suppressive shooting

Archer's Eye

The archer possesses keen observational skills that provide him with a number of special abilities.

These may be used at any time:

- The archer can just distances very well up to one kilometre. Such estimates are at least 90% accurate.
- The archer can accurately tell the direction and speed of the prevailing wind when out-of-doors by observing trees, clouds, and lightweight objects in motion.
- When under attack by a hidden enemy using a missile weapon (but not a ranged magical attack), the archer will always be able to tell the direction from which the attack came.

Arrow Storm (per Longbowman, all weapons)

This ability is identical to the Longbowman ability of the same name, providing a group of friendly Archers (or Longbowmen) with a +2 Attack bonus for one combat round against a single target, provided they defer their shot to the end of the combat round. See the Cadaver Draconis supplement for more information.

Arrow Storm cannot be used at the same time as Penetrating Shot, Quick Draw, or Reflexive Shooting.

Earth Quiver (per Longbowman, bow)

This ability is identical to the Longbowman ability of the same name, and allows the Archer to shoot an additional arrow at the end of each round if he has taken the time to plant his arrows into the ground in front of him in advance. This ability cannot be used in combination with Mounted Combat, Quick Draw, Rapid Shooting, or Reflexive Shooting.

See the Cadaver Draconis supplement for more information.

Farshooting (all missile weapons)

The archer is an expert in getting the most from his favoured weapon. In his hands, the favoured weapon's range bands are all increased by 10%.

Fast Shot (per Hunter)

This ability is identical to the Hunter ability of the same name. By succeeding in a check on Reflexes the Archer may shoot a second arrow (or whatever) at the end of the round in addition to any others he has shot in that round. This ability cannot be used in combination with Quick Draw, Reflexive Shooting, or Rapid Shooting.

See the Dragon Warriors Player's Guide for more information.

Favoured Weapon (per Hunter)

This is identical to the Hunter ability of the same name, and determines which weapons the user may apply other special abilities to.

Archers are permitted to select a second Favoured weapon at 8th rank. Naturally all favoured weapons must be missile weapons.

Fletcher/Bowyer (per Hunter)

This ability is identical to the Hunter ability of the same name. See the Dragon Warriors Player's Guide for more information.

Mounted Archery, Lesser (prerequisite: Riding skill)

With this ability the archer is skilled and practised in using his weapon from the saddle. The archer may draw, load and shoot his bow from horseback as if he were on foot; if the horse is moving slowly the penalty for shooting while walking applies. If the horse is moving quickly, the running penalty applies. At the GM's discretion the archer may be required to make a roll on Reflexes if an unusually demanding riding or shooting task is attempted.

Mounted Archery cannot be used in combination with Earth Quiver or Reflexive Shooting.

Mounted Archery, Greater (prerequisite: Lesser Mounted Archery)

With this skill, the archer becomes a true marvel at fighting from horseback. At full gallop they may shoot, to the front, rear, or side, and even (at the GM's discretion, appropriate characteristic rolls permitting) from under the horse's belly or along its flanks.

Mounted Archery cannot be used in combination with Earth Quiver or Reflexive Shooting.

Master Bowyer (per Longbowman)

This ability is identical to the Longbowman ability of the same name. See the Cadaver Draconis supplement for more information.

Master Fletcher (per Hunter)

This ability is identical to the Hunter ability of the same name, and allows the Archer to create specialised arrows. See the Dragon Warriors Player's Guide for more information.

Mobile shooting

Normally an archer will remain as still as possible while shooting to preserve accuracy. Those skilled in Mobile Shooting need worry less about this as they suffer only half the normal penalty (rounded up) for shooting while on the move. Movement penalties are provided in the Appendix.

Overwatch (all missile weapons)

The archer remains still and alert, his weapon at the ready. During this time he is unable to engage in any other activity, but in the event of sudden action, his Reflexes score is taken to be equal to the combination of his Reflexes and Rank for the purposes of calculating initiative (but not for any other purpose). This heightened initiative is maintained for the remainder of the encounter.

If an Archer is *surprised* or falls victim to an Assassin's *shock attack* the overwatch bonus is automatically lost.

Every 30 minutes that an Archer remains in overwatch mode requires a successful roll against Strength+Rank to avoid becoming tired and losing concentration. It is not possible to remain in overwatch for longer than four hours. Once an archer has lost concentration he may not enter into overwatch again until after obtaining an appropriate amount of rest.

Overwatch cannot be used in combination with Quick Draw or Reflexive Shooting.

Penetrating Shot (per Hunter)

This ability is identical to the Hunter ability of the same name. It may be taken twice if desired and provides a +1 bonus to Armour Bypass. See the Dragon Warriors Player's Guide for more information.

Penetrating Shot cannot be used in combination with Arrow Storm, Quick Draw, Rapid Shooting, or Reflexive Shooting.

Precise Shot (all missile weapons)

This ability is identical to the Hunter ability of the same name, and allows the Archer to increase Attack by 1 point for every 3 points of Defence that are sacrificed. See the Dragon Warriors Player's Guide for more information.

Precise Shot cannot be used in combination with Quick Draw, Rapid Shooting, or Reflexive Shooting.

Quick Draw (all missile weapons)

The archer may draw (except for crossbows, which must already be drawn), load and shoot his weapon within one combat round, provided he can roll equal to or less than his Reflexes score on d20. A critical failure means he has dropped his weapon or ammunition.

A Quick Draw attack is conducted with a -3 penalty to Attack and requires that the weapon and ammunition be carried in a special case and quiver designed for the purpose. Such equipment costs at least 50% more than the standard version and is five times rarer.

Quick Draw cannot be used in combination with Arrow Storm, Earth Quiver, Fast Shot, Overwatch, Penetrating Shot, Precise Shot, Rapid Shooting, or Reflexive Shooting.

Rapid Shooting (bow, sling, thrown weapon, javelin)

By holding several arrows ready in the same hand that is holding the bow (up to 6), the archer may shoot up to three times in the same combat round. The archer divides his Attack as evenly as possible into the number of arrows being shot. For example, Gotha, with an effective Attack of 25, may shoot 3 times with an Attack of 9, 8 and 8 or twice with an Attack of 13 and 12.

Rapid shots may be against the same target, or multiple targets provided they are all well within the archer's aiming field of view, equivalent to the targets being no more than 5 metres apart at 20 metres distance, 10 metres apart at 40 metres etc.

The first arrow is shot at the normal moment in the Combat Round. All subsequent shots are made at the end of the round.

Rapid Shooting cannot be used in combination with Earth Quiver, Penetrating Shot, Precise Shot, Quick Draw or Reflexive Shooting.

Reflexive shooting (all missile weapons except sling)

To use this ability the archer must declare that his weapon is readied and he is prepared to shoot at the first sign of attack. If he is then Surprised, he will shoot immediately at the enemy instead of offering the usual defence. Note that the archer has no time to think about what he's shooting at, so a cruel GM may have the party surprised by a sweet child playing at ghosts, and the archer will have to attack them. Furthermore, as stated the archer has zero Defence for the round in which he uses Reflexive Shooting.

Reflexive shooting cannot be used in combination with Arrow Storm, Earth Quiver, Fast Shot, Mounted Archery, Overwatch, Penetrating Shot, Precise Shot, Quick Draw, Rapid Shooting, Reflexive Shooting, or Sharpshooting.

Sharpshooting (all missile weapons)

The Archer may target any lightly protected or vital part of his enemy's body that he is able to see or otherwise detect, thereby helping to bypass armour or to inflict extra damage on a successful hit.

In game terms, the Archer sacrifices some of his effective Attack score and declares what he is aiming for (in real world terms) and exactly what the sacrificed points will be applied to (in game terms) in the event of a successful hit.

- Every 2 points of success can be used to reduce the enemy's Armour Factor for that attack, to a minimum of zero.
- Every point of success can increase the damage of the attack by one point.

The GM may forbid one or both of these uses, based on the specific combat situation. For example, if the archer is fighting an enemy with no weak points in its armour, or at least none the archer is aware of, sharpshooting to reduce AF will probably not be allowed.

Example:

Gotha the 8th rank archer has spotted an ogre sentry guarding the stone doorway to a ramshackle fort. Gotha needs to kill the ogre

quickly, before he can raise the alarm, so he decides to use his Sharpshooting ability to take him down with a single arrow.

The Ogre is wearing mail armour, but there is an exposed area of skin at his throat. Gotha's player advises that he's aiming for the jugular and windpipe at this very spot, and declares that he will sacrifice 12 points of effective Attack, 2 to reduce the Ogre's AF by 1 and 10 to deal 10 extra points of damage. Gotha's Attack is 15, his shooting bonus is 10, and he is using Penetrating Shot x2 and Precise Shot. Once everything is taken into account, he must roll 16 or less on 2d10 to hit, and if he succeeds he will be rolling (2d6+2, 14) against an AF of 2. Alas, this will not be enough to take down this 25hp Ogre. Only a very mighty Archer would be skilled enough to hit a spot so vital that could kill an ogre with one arrow...

Sharpshooting cannot be used if it will result in the To Hit number for the attack being reduced to less than 1. In other words, if the only chance of hitting the target is by making a critical hit, there is no possibility of a sharp shot succeeding.

Sharpshooting also cannot be used in combination with Fast Shot or Rapid Shooting.

Shooting Bonus

The shooting bonus represents the extreme specialisation and expertise the archer possesses in his favoured weapon and, to a lesser extent, any other ranged weapon.

When shooting with his favoured weapon, the archer may add his shooting bonus to his Attack score. When using another missile weapon, he may add half his shooting bonus (rounded down)

The shooting bonus may be used at all times and in combination with any other special ability.

Suppressive shooting (bow, javelin, dagger, throwing spike)

To force his enemy to keep their head down or retreat, the archer shoots as quickly as possible in their general direction; up to 6 projectiles may be shot every round while stationary or 3 while retreating or advancing. Suppressive shots are

unaimed (-3 to Attack), half the range, and incur a 1 point penalty to Armour Bypass and Damage.

The archer can only hold 6 arrows, or 3 javelins, daggers, or throwing spikes, so to keep up suppressive shooting for a long time he will need somebody to stand ready to quickly hand him more ammunition as needed.

Equipment

Initially equipped with Gambeson, bow or other favoured weapon, ammunition as follows:

- for bows: quiver of 12 arrows, bundle of 24 additional normal arrows or combination of special arrows as permitted by GM
- crossbows: case of 30 quarrels
- Slinger: satchel of 100 sling stones
- Other weapons: ammunition to a value of 30F

dagger, lantern, flint-and-tinder, backpack, lantern, sacks, bedroll, toolkit for fletching/bowmaking, spares for repairs (feathers, bowstrings etc but not entire arrows or weapons)

Combining special abilities

Not all abilities can be used at the same time. The below table indicates which abilities are compatible with which other abilities within a given combat round:

	Arrow Storm	Earth Quiver	Fast Shot	Lesser/Greater Mounted Archery	Overwatch	Penetrating Shot	Precise Shot	Quick Draw	Rapid Shooting	Reflexive Shooting	Sharpshooting
Arrow Storm	N/A	Yes	Yes	Yes	Yes	No	Yes	No	Yes	No	Yes
Earth Quiver	Yes	N/A	Yes	No	Yes	Yes	Yes	No	No	No	Yes
Fast Shot	Yes	Yes	N/A	Yes	Yes	Yes	Yes	No	Yes	No	Yes
Lesser/Greater Mounted Archery	Yes	No	Yes	N/A	Yes	Yes	Yes	Yes	Yes	No	Yes
Overwatch	Yes	Yes	Yes	Yes	N/A	Yes	Yes	No	Yes	No	Yes
Penetrating Shot	No	Yes	Yes	Yes	Yes	N/A	Yes	No	No	No	Yes
Precise Shot	Yes	Yes	Yes	Yes	Yes	Yes	N/A	No	No	No	Yes
Quick Draw	No	No	No	Yes	No	No	No	N/A	No	No	No
Rapid Shooting	Yes	No	Yes	Yes	Yes	No	No	No	N/A	No	No
Reflexive Shooting	No	No	No	No	No	No	No	No	No	N/A	Yes
Sharpshooting	Yes	Yes	No	Yes	Yes	Yes	Yes	No	No	Yes	N/A

Background Tables

<i>D100 Roll</i>	<i>Parent's Class</i>
01-06	Nobility
07-16	Gentry
17-18	Townsfolk: Craft
19-20	Townsfolk: Profession
21-22	Townsfolk: Trade
23-24	Townsfolk: Menial
25-26	Townsfolk: Riffraff
27-28	Merchant
29-31	Entertainer
32-55	Freeman
56-60	Serf
61-65	Cottar
66	Slave
67-68	Charcoal-Burner
69-98	Barbarian
99-00	Other (GM's choice)

Armour Penalties

As Assassin, Mystic and Hunter.

Advancement

+1 to Attack and Defence when the character reaches 3rd rank, then +1 at 5th rank, +1 at 7th etc

+1 to the character's Health Points score each time the character increases in rank

+1 to the character's Magical Defence each time the character increases in rank

+1 to the character's Evasion upon reaching 5th rank, then another +1 on reaching 9th rank

+1 to the character's Stealth and Perception at 3rd rank, then +1 at 5th rank, +1 at 7th etc

+1 to the character's Shooting Bonus each time the character increases in rank

Stats for an average Archer

Rank	Abilities			
1st	Attack	12	Defence	6
	Magical Defence	3	Health Points	8
	Evasion	5	Stealth	14
	Shooting Bonus	3	Perception	8
2nd	Attack	12	Defence	6
	Magical Defence	4	Health Points	9
	Evasion	5	Stealth	14
	Shooting Bonus	4	Perception	8
3rd	Attack	13	Defence	7
	Magical Defence	5	Health Points	10
	Evasion	5	Stealth	15
	Shooting Bonus	5	Perception	9
4th	Attack	13	Defence	7
	Magical Defence	6	Health Points	11
	Evasion	5	Stealth	15
	Shooting Bonus	6	Perception	9
5th	Attack	14	Defence	8
	Magical Defence	7	Health Points	12
	Evasion	6	Stealth	16
	Shooting Bonus	7	Perception	10
6th	Attack	14	Defence	8
	Magical Defence	8	Health Points	13
	Evasion	6	Stealth	16
	Shooting Bonus	8	Perception	10

7th	Attack	15	Defence	9
	Magical Defence	9	Health Points	14
	Evasion	6	Stealth	17
	Shooting Bonus	9	Perception	11
8th	Attack	15	Defence	9
	Magical Defence	10	Health Points	15
	Evasion	6	Stealth	17
	Shooting Bonus	10	Perception	11
9th	Attack	16	Defence	10
	Magical Defence	11	Health Points	16
	Evasion	7	Stealth	18
	Shooting Bonus	11	Perception	12
10th	Attack	16	Defence	10
	Magical Defence	12	Health Points	17
	Evasion	7	Stealth	18
	Shooting Bonus	12	Perception	12
11th	Attack	17	Defence	11
	Magical Defence	13	Health Points	18
	Evasion	7	Stealth	19
	Shooting Bonus	13	Perception	13
12th	Attack	17	Defence	11
	Magical Defence	14	Health Points	19
	Evasion	7	Stealth	19
	Shooting Bonus	14	Perception	13

Appendix

Expanded Archery Rules

The regular Dragon Warriors archery rules can be a little too simplified for players wishing to focus on ranged combat for their characters. The below optional expansions to Dragon Warriors rules, as well as a recap of existing rules, are provided

Target is...

At short range	no adjustment
At medium range	+3
At long range	+7
Size:	per table below
Per 5m/cr movement:	+1
In poor light:	+3 or more

Shooter is...

Stationary for the entire round:	-1
Normal combat speed	no adjustment
Running:	+2
Running:	+6

Size Modifiers:

Size	Modifier
Large Castle	-10
Large Two Townhouse	-8
Dragon	-4
Elephant	-3
Cow	-2
Volucrith	-1
Human	0
Dwarf	+1
Goblin, crouching human	+2
Cat	+3
Ferret	+4
Pigeon	+5
Apple	+6
Coin	+10
Housefly	+13