

Arrow Pinning

Background: Warrior

Base Cost: 75

Attribute: Bows (W)

Default: non

The character must have a PER of 16 (or 12 exceptional) in addition to the skill limiter in order to purchase this skill.

The warrior can fire an arrow to 'pin' an opponent to a wall or large object. The target must be within 5' of object and the object must be penetrable by an arrow. The pin acts as a grapple to hold with a number of d6 equal to the check made by the master. The range of a pin is 1/4 the range of the bow plus an additional 1/4 per extra die made. *Attack Action*

The warrior rolls against their Bows skill as normal and splits the dice as normal. They can designate a number of dice to be used toward arrow pinning. The total of these dice must be less than or equal to their rank in this skill or that use of the Bows skill fails.

General pinning criteria

Normal broad-head arrow: up to wood

Pile arrow: metal or stone (these arrows do -1 damage)