

## Volley Skill

Background: Warrior

BC:100

Attribute: Bows (W)

Default: non

*The character must have a 16 AGI, 16 Bows skill, and 16 missile modifier in order to purchase this skill.*

The character must make at least a 2 die check against their Bows(W) skill and have the final result be no greater than the number of ranks purchased in this skill as well in order to launch a volley of arrows into the air. The attack is made using a single attack roll, but on a 20, all in the area are hit, not critically hit. This damages everyone in a 20' radius of the targeted point as if they had been hit by one arrow from the bow used. The range is dependant of that of the bow being used and all penalties due to range apply to the attack roll. Extra dice may be used in order to add lethal, increase/decrease area by 5' per dice, increase range as per the bow, or ignore 1 target in the area per 2 extra dice made. In addition, if two extra dice are used, the attack can critically hit. *Attack action*

*For example, if the character has a Bows skill of 16 and has purchased this skill up to 12, they would roll a three die check against their Bows skill. They must rolls a 12 or less (that is their rank in this skill) in order to make a successful Volley attack. The Bows skill can be further used for other subskills, but the entire roll must be less than this skill.*