

Arrow/Bolt Alteration Playtest v1.0

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Objective: To cut down on the tag required of PCs in order to use Archery.

Summary: In order to use a Bow/Crossbow, arrow/bolt tags are no longer required. As this is a playtest and not a rules change, arrows/bolts tags may still be used, however now give the weapon +1 damage when used.

Note: *The number of arrow packets on you at the start of a module is the max number of arrows you can use during that module regardless if you have tags or not. This playtest does not grant archers unlimited arrows.*