

# Ranged Combat

## Universal Charms

**Ranged Combat Excellency**  
Manuscript 4, p. 6

Spend 1m.  
Add Ability as dice as bonus to an applicable roll.

**Alchemical, Getimian, Lunar, Liminal**  
When purchasing this Charm, also chose an attribute. If your Attribute > Ability, you may add it as dice bonus instead.

**Arsenal-Summoning Gesture**  
Manuscript 4, p. 14

Requirement is Close Combat, Ranged Combat or Physique.  
Choose whether it applies to weapons or armor, repurchase to get other. Summon weapon/armor for motes, or banish them Elsewhere.

**Dragon-Blooded** – Elem. Embodiment Expertise  
Dissolve weapon in an embodiment of Aspect element. When recalling, do so from any embodiment of your element within medium range, gaining a Power boost.

**Alchemical** – Integrated Armory Systems  
Always treat Arsenal-Summoning Gesture as reflexive.

**Arrow Storm Attack**  
Manuscript 4, p. 38

Spend 1m on Step 1 of a Ranged Combat attack against a battle group. Increase damage dice and Overwhelming on Step 5. Against battle groups of extras, the damage bonus becomes successes on Step 7 instead.

**Solar** – Cascade of Cutting Terror  
Spend 2 Anima to reduce battle group's Defense to 1 on Step 4.

**Double Distance Technique**  
Manuscript 4, p. 39

Extend reach of one of your ranged weapons by one range band. This cannot supplement attacks made with pure Essence (such as Glorious Exalted Bolt).

**Solar** – Triple Distance Technique  
Spend an additional 1m to extend the range one further band, to maximum of extreme range.

**Glorious Exalted Bolt**  
Manuscript 4, p. 39

Soebd 1n in Step 1. Make a ranged essence attack at short range using either Sagacity or Ranged Combat. Treat as heavy ranged weapon with short range. Artifact and Ranged tags. Spend 1m to increase range to medium. Clash-OK.

**Alchemical** – Essence Pulse Cannon  
May use Charm to enact the knockback gambit.

**Solar** – Blazing Solar Bolt  
Spend +1m to add two bonus successes to damage on a decisive attack with this Charm.

**Dragon-Blooded** – Elemental Bolt Attack  
On Step 7, targets hit must make a reflexive Physique roll to resist environmental damage equal to your Essence plus two.

**Abyssal** – Crypt Bolt Attack  
Ignore 1 Soak and mundane armor is destroyed if decisive damage roll generates at least one success. Must be successes on roll not from Charms or damage rating.

**Infernal** – Radiant Fury Revenge  
Gain a 2-dice bonus to damage if you have a negative Intimacy towards your target.

**No Arrow Wasted**  
Manuscript 4, p. 39

On Step 5 of a ranged combat action, if your original attack failed to defeat target's Defense, spend 1m and 1 Anima. Declare different target and roll attack against them instead. Attack cannot be modified by Charms.

**Phantom Arrow**  
Manuscript 4, p. 39

Commit 1m. For as long as the mote remains committed, draw ammunition from your anima. Reduce all ranged Combat penalties by 1, including flurry penalties. No narrative force can force you to be out of ammunition.

**Sidereal** – Holistic Bullet Methodology  
Fire literally anything you can pick up from a ranged weapon. Some things may provide special effects.

**Solar** – Inexhaustible Solar Bolts  
Your ammo adds 1 Overwhelming, and will never strike an unintended target.

**Reflex Shot Technique**  
Manuscript 4, p. 40

Spend 1m. Use reflexive move action while simultaneously taking an Aim action.

**Revolving Bow Discipline**  
Manuscript 4, p. 40

Spend 1m on Step 1. after resolving a Ranged Combat attack, make a second against same or different target. Treated as if it were part of a flurry, but initial attack does not suffer the penalty associated.

**Solar, Abyssal, Infernal** – Trance of Unhesitating Speed  
Second attack is made without dice penalty.

**Lunar** – Hunter's Eye Precision  
Second attack may be substituted with any one Finesse-related combat action, instead.

**Sidereal** – Many-Missiles Technique  
Reduce flurry penalty on the second attack to 1 die.

**Sharpshooter's Clever Tricks**  
Manuscript 4, p. 40

When you purchase it, choose two unique modes. At Ranged Combat 4, repurchase to gain additional mode. Costs 1 committed mote for the scene.

**Clever Projectile Technique**  
Reduce the cost of gambits using Ranged Combat by one, to a minimum of one. May use Distract.

**Archer's Keen Eye**  
Reduce all penalties from the environment, poor visibility, or other hazards on Ranged Combat attacks by your Essence.

**Sharpshooter's Devious Ploy**  
May Build Power actions with Ranged Combat by making non-attack warning shots or distracting volleys. Benefits from Overwhelming rating but no equipment bonuses.

**Archer's Centered Focus**  
May Aim and take reflexive move, but no other movement.

**Sidereal** – Strange Quiver Trick  
Transform ammo mid-flight, granting it two of the following Tags: Artifact, Disarming, Flame, Piercing, Pulling, or Powerful. May commit 3m to gain this effect indefinitely, but choose Tag upfront.

**Streaming Arrow Stance**  
Manuscript 4, p. 41

Commit 1m for the scene. While active, calculate Defense using Ranged Combat. Visual description is up to the player.