

# Bow, Living

Area of Effect: Special (see: "Explanation").

Avoidance-roll: None

Charges: Permanently enchanted weapon.

Command word(s): None

Damage: Special (see: "Explanation").

Duration: Not applicable.

Effect time: Not applicable.

Explanation: Roll on Chart #1 to know the type of character this bow will be:

Roll on the following chart to know what each type of character encountered is:

%Roll: Roll on chart #:

01-29: A

30-58: B

59-87: C

88-00: D

## CHART #A

01-10: Animationist

11-20: Assassin (01-50: Evil, 51-00: Good).

21-30: Argonaut

31-40: Bard

41-50: Conjurer

51-60: Deminaught

61-70: Divinationist

71-80: Druid

81-90: Elemental

91-00: Empath

## CHART #B

01-10: Enchanter

11-20: Fate

21-30: Forest-Knight

31-40: Gladiator

41-50: Guardian

51-60: Healer

61-70: Illusionist

71-80: Juggernaut

81-90: Light Weaver

91-00: Locust Magician

## CHART #C

01-10: Magician

11-20: Monk (01-50 = Shintar, 51-00 = Vekkarian).

21-30: Mutant

31-40: Mystic

41-50: Necromancer

51-60: Psychic

61-70: Recorder

71-80: Scout

81-90: Shaman

91-00: Spiritualist

**CHART #D**

01-25: Supernaturalist

26-50: Thief (01-50 = Common, 51-00 = Wander).

51-75: Trainer

76-00: Warrior (01-33 = Common, 34-67 = Holy, 68-00 = Unholy).

After finding out what the bow's character type is, roll it's level on Chart #E:

**Chart #E**

01-94 = 1-D30+1, 95-97 = 2-D30+2, 98-99 = 3-D30+3, 00 = 4-D30 +4 (no higher than 100th).

Check for this bow's align:

<u>%Roll</u>	<u>Align</u>	<u>%Roll</u>	<u>Special</u>
01-50	Evil	01-03	Chaotic See: "Align" in the A section of the Basic Rules Book.
		04-98	Nothing.
		99-00	Unholy See: "Align" in the A section of the Basic Rules Book.
51-00	Good	01-03	Chaotic See: "Align" in the A section of the Basic Rules Book.
		04-98	Nothing.
		99-00	Holy See: "Align" in the A section of the Basic Rules Book.

Check for this bow's Gender:

<u>%Roll</u>	<u>Gender:</u>
01-50	Female entity.
51-00	Male entity.

**Note:** Roll up a character on a character sheet. This will be the Living Bow's personal character sheet. The G.M. will be in charge of the sheet and playing it (this is important to do, for the player would not suddenly know and control another character). There may be a time when the player knows the bow inside and out. If this is the case, G.M., you may wish to yield up the Living Bow's character sheet to that player (it is up to you). Making one single character up takes about a half an hour, so make this up in advance if you know about it before hand.

**Hand movement:** None.**Healing:** Special (see: "Explanation").**History:** Unknown.**Immunities:** None.**Invoke time:** Not applicable.**Maximum adjustment:** Not applicable.**Notes:** None.**Preparation:** None.**Range:** As bow.**Resting time:** None.**Special:** None.**Susceptibilities:** None.**Value:** Bow value + 750 W.G. per Rank + 100,000 W.G.