

ACID ARROW

Level: 1 Range: 90' Duration: Instantaneous Casting time: 1 action Save: None

General An arrow of acid springs from the caster's hand and speeds to its target. The arrow does not hit automatically: the caster needs to succeed in a "ranged touch attack" i.e. rolling as if he were making a ranged attack vs. a DC of 10 + the target's Agi modifier.

Manifestation Roll 1d6: (1) greenish arrow; (2) dripping smiley face; (3) rainbow-hued tiny unicorn; (4) steaming blob of glowing vomit; (5) dark purple beam; (6) octarine acid vial.

Corruption Roll 1d7: (1) one of the caster's hands becomes sickly green; (2) caster's irises turn into yellow smiley faces; (3) the top of the caster's head emits a constant faint smoke; (4) caster's fingers flicker in random rainbow colours; (5-6) the acidity of the caster's urine increases: living beings micturated upon take 1d3 damage; (7) caster gains severe halitosis, in effect reducing his Per mod by 3 in social situations.

Misfire Roll 1d4: (1) arrow dissolves in the caster's hand for 1d7 damage; (2) arrow splashes down on the caster's feet, destroying any footwear and dealing 1d6 damage; (3) arrow hits a random target within 40' for 1d4 damage; (4) acid explosion centered on caster deals him and others within 10' 1d3+CL damage (DC 11 Ref save for half).

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 If the caster hits, the arrow does 1d4 damage.

14-17 If the caster hits, the arrow does 1d5+CL damage.

18-19 The caster gets a +1 to hit with the arrow; if successful dealing 1d7+CL damage.

20-23 The caster gets a +3 to hit with the arrow; if successful dealing 1d10+CL damage. Target's armor's (if any) AC bonus reduced by 1d2.

24-27 The caster gets a +5 to hit with the arrow; if successful dealing 2d5+CL damage. Target's armor's (if any) AC bonus reduced by 1d5.

28-29 The caster gets a +7 to hit with the arrow; if successful dealing 2d7+CL damage. Target's armor's (if any) AC bonus reduced by 1d8.

30-31 Automatic hit for 2d14+CL damage with a 10' radius centered on target (DC 13 Ref save for 1d8/half damage). Target's armor's (if any) AC bonus reduced by 2d5.

32+ Automatic hit for 2d24+CL damage with a 20' radius centered on target (DC 17 Ref save for 2d10/half damage). Target's armor (if any) completely dissolved.