

FLETCHER'S KIT - v.1

You are adept at applying fletching; feathers, fins, and vanes on the end of missiles, and have even unlocked secrets in the construction of such weapons. While many may not pay much attention to their arrows or bolts, you spend additional time ensuring that every feather is in place and that your arrows never waver.

FLETCHER'S KIT

Fletcher's kit includes a knife, glue, silk strands, arrow jigs, and scraps of parchment paper.

Your tools weigh 2 lbs and costs 1 gp.

FLETCHING

While many may assume an arrow is as good as the arrowhead, fletchers understand that it is their work that accounts for the accuracy and pinpoint precision of an arrow. To begin fletching, you must have access to wooden shafts that have been shaped by a woodworker, as well as arrowheads produced by a smith. Combining these elements is simple, the real art comes from applying the fletching.

CRAFTING MUNDANE ARROWS

To craft an arrow, you need wooden shafts, arrowheads, and feathers. You can create 5 arrows during a short rest or 20 arrows over the course of a long rest, no check required.

CRAFTING SPECIALTY ARROWS

Unlike many other fletchers, you have unlocked hidden secrets in arrow-crafting and have learned to use monster parts to help create your arrows. These arrows are divided into two categories, Extraordinary and Magical based on what unique abilities they provide.

Extraordinary arrows are crafted from your exceptional skills but offer no innate magical abilities. These typically don't require special materials but rely on skill.

Magical arrows are crafted from magical materials and thus are considered magical for the purposes of bypassing resistances and immunities, as well as ceasing to function in anti-magic areas. These arrows require special materials and skill to create.

Regardless of the type of specialty arrow you craft, they are destroyed upon being used - whether they hit or miss. Specialty arrows can not be crafted with multiple properties, when a fletcher decides to build an arrow, they do so based on a specific idea that they want from their arrow.

A fletcher can choose to either craft an arrow, bolt, dart, or ballista missile. If they choose to craft a ballista missile, it requires three times as much material and takes three times as long. Only a fletcher proficient in Fletcher's Kit can craft specialty arrows.

TIME TO CRAFT

Unlike mundane arrows, it takes much longer to craft a single specialty arrow. Over an hour, a fletcher can attempt to craft 1 specialty arrow. At the end of this time, the fletcher must make a Wisdom (Fletcher's Kit) check against the specialty arrow's DC.

On a failed check, they do not craft the arrow but can re-attempt the check with the same materials after spending 1-hour crafting. If they fail the check twice, they must purchase or supply new materials to attempt the check again.

MATERIALS

To fletch an arrow, you need at least 3 feathers of the same creature or you are unable to make an arrow. Since some arrows require special materials, you may have to hunt down certain monsters or find them in large cities. Any settlement has access to mundane feathers from a mundane bird.

MUNDANE MATERIALS

If you wish to craft a mundane arrow, it costs 1 cp per 3 feathers, 1 cp per arrowhead, and 1 cp per wooden shaft.

SPECIALTY MATERIALS

To craft specialty arrows, you must first decide if you wish to make Extraordinary arrows or Magical arrows. Extraordinary arrows require specialty glue, the finest feathers, and have an increased cost based on the type of arrow you are making, see Arrow Types below.

To craft Magical arrows, you must harvest the materials or find them in a city. If you source the feathers yourself, there is no cost to fletching an arrow so long as you have the wooden shaft and arrowhead.

HARVEST MATERIALS

To harvest feathers from a creature, you must succeed on a Wisdom (Survival) check with a DC equal to 5 + the creature's CR. Per the DM's discretion and the situation, the DC may be increased or decreased.

On a success, you can harvest a number of feathers from a creature based on the creature's size and how many feathers coat its body. This number is ultimately up to the DM's discretion, but they can use the chart below as a guide. The numbers presented below are assumed to come from a creature that has many of its feathers damaged in a fight or outright unusable for arrows, if a creature is defeated and de-feathered without combat, the DM can award additional feathers.

Size	Coated in Feathers	Feathers Harvested	Example
Tiny	Partially	1d4	Sprite
Tiny	Fully	4d4	Raven
Small	Partially	2d6	Cockatrice
Small	Fully	8d6	Eagle
Medium	Partially	3d8	Deva
Medium	Fully	12d8	Aarakocra
Large	Partially	4d10	Hippogriff
Large	Fully	16d10	Griffon
Huge	Partially	5d12	King of Feathers
Huge	Fully	20d12	-
Gargantuan	Partially	6d20	-
Gargantuan	Fully	24d20	Roc

ARROW TYPES

Once you have the materials gathered, you must then decide on what arrow you are going to craft. Feathers from different creatures can create different types of arrows, or you may decide to make a specialized arrow using special glue, wooden shaft, or more. Costs to craft a Magical arrow can be ignored if you harvest the feathers from a monster, except for the 1 cp for the wooden shaft and 1 cp for the arrowhead.

EXTRAORDINARY ARROWS

Extraordinary arrows don't require special feathers but require the fletcher to make a difficult Wisdom (Fletcher's Kit) check. It requires one hour to make 1 arrow. Once an arrow is used, it is destroyed regardless if it hit or missed. An Extraordinary arrow can not have multiple effects and does not stack with the same enhancements from magical weapons.

If an arrow offers an Improve property, your check determines what quality you produce.

CURVED FLIGHT ARROW

Materials Twisted feathers, Slim sapling shaft, Light arrowhead

Cost 3 gp / arrow

DC 15

Effect Ignore half-cover

DISTANCE ARROW

Materials Parabolic feathers, Hazel shaft, Light arrowhead

Cost 5 gp / arrow

DC 15

Effect Increase range by +20/+60

PENETRATING ARROWS

Materials Full feathers, Thick cedar shaft, Armorbreaker arrowhead

Cost 5 gp / arrow

DC 14

Effect +1 bonus to damage roll

Improve +2 bonus, DC 17 / +3 bonus, DC 20

PUNCHING ARROWS

Materials Fat feathers, Thick oak shaft, Blunt arrowhead

Cost 3 gp / arrow

DC 12

Effect A target that is large or smaller must make a DC 12 Strength check or be pushed back 5 feet.

Improve DC 15 Strength check, DC 15 / DC 18 Strength check, DC 18

PRECISION ARROWS

Materials Thin parabolic feathers, Slim ash shaft, Needle arrowhead

Cost 10 gp / arrow

DC 14

Effect +1 bonus to attack roll

Improve +2 bonus, DC 17 / +3 bonus, DC 20

MAGICAL ARROWS

Magical arrows require special feathers from many different creatures and require the fletcher to make a difficult Wisdom (Fletcher's Kit) check. It requires one hour to make 1 arrow. Once an arrow is used, it is destroyed regardless if it hit or missed. A Magical arrow can not have multiple effects and does not stack with the same enhancements from magical weapons.

CELESTIAL ARROW

Material Deva feathers

Cost 590 gp / 3 feathers

DC 18

Effect Arrow deals an additional 4d8 radiant damage

COCKATRICE ARROW

Material Cockatrice feathers

Cost 20 gp / 3 feathers

***DC** 10

Effect Target must succeed on a DC 10 Constitution saving throw against being magically restrained until the end of its next turn.

COUATL ARROW

Material Couatl feathers

Cost 110 gp / 3 feathers

DC 12

Effect Your attack roll gains a 1d4 bonus to hit or you regain 1d8 hit points (your choice).

ERINYES ARROW

Material Erinyes feathers

Cost 840 gp / 3 feathers

DC 20

Effect Arrow deals an additional 3d8 poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned until it is removed by a lesser restoration spell or similar magic.

GRIFFON ARROW

Material Griffon feathers

Cost 45 gp / 3 feathers

DC 10

Effect You fly up to 25 feet in a direction of your choice. If you end this movement in the air, you fall immediately.

HARPY ARROW

Material Harpy feathers

Cost 20 gp / 3 feathers

DC 10

Effect The arrow sings and a creature hit by the arrow must make a DC 11 Wisdom saving throw or be charmed until the end of their next turn.

HIPPOGRIFF ARROW

Material Hippogriff feathers

Cost 20 gp / 3 feathers

DC 10

Effect You fly up to 20 feet in a direction of your choice. If you end this movement in the air, you fall immediately.

KING OF FEATHERS ARROW

Material King of Feathers feathers

Cost 390 gp / 3 feathers

DC 16

Effect You magically teleport up to 15 feet in a direction of your choice.

KENKU ARROW

Material Kenku feathers

Cost 20 gp / 3 feathers

DC 10

Effect You have advantage on the attack roll against any creature that is surprised.

OWLBEAR ARROW

Material Owlbear feathers

Cost 70 gp / 3 feathers

DC 11

Effect Your passive Perception increase by 5 until the end of your next turn.

PEGASUS ARROW

Material Pegasus feathers

Cost 45 gp / 3 feathers

DC 10

Effect You fly up to 30 feet in a direction of your choice. If you end this movement in the air, you fall immediately.

PERYTON ARROW

Material Peryton feathers

Cost 45 gp / 3 feathers

DC 10

Effect You do not provoke attacks of opportunity from a target hit by this arrow until the end of your turn.

ROC ARROW

Material Roc feathers

Cost 720 gp / 3 feathers

DC 19

Effect Arrow deals an additional 9 points of damage and you gain a 40-foot fly speed until the end of your next turn.

SPHINX ARROW

Material Sphinx feathers

Cost 720 gp / 3 feathers

DC 19

Effect A creature magically ages 1d4 years forward or backward, your choice.

SPRITE ARROW

Material Sprite feathers

Cost 20 gp / 3 feathers

DC 10

Effect You magically know the creature's emotional state and they must make a DC 10 Charisma saving throw or you learn their alignment and creature type.

VARIANT RULES

STACKING ARROW TYPES

You can combine up to three different specialty arrows on a single arrow. You must pay the cost for each type of arrow.

INCREASE THE DC

Certain arrows have DCs to resist an effect, you can increase the DC by paying two times the Material Cost and succeeding on an increased +3 DC Fletcher's kit check on the arrow. This raises the DC of the effect by 2. You can choose to pay more and raise the DC multiple times, up to the DM's discretion.

BUILDING YOUR OWN MAGICAL ARROWS

To create your own magical arrows, you can follow the steps below:

1. Determine the creature the feathers come from.
2. Cost for 3 feathers is determined by the amount of XP a creature is worth, divided by 10. (Minimum 20 gp)
3. DC to craft the arrow is determined by the creature's CR + 8. (Minimum DC 10)
4. Effect is based on the type of special traits a creature has. If a magical creature, like a griffon or hippogriff, doesn't exhibit any specialized traits, it can grant a very brief fly speed equal to their fly speed divided by 3.

RECOVER ARROWS

You have the chance to recover a shot arrow that missed. After you shoot an arrow, and it misses, roll a d100. If you roll 51 or higher, you can recover the arrow and use it again. If you roll 50 or lower, the arrow is destroyed and unusable.