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About this tutorial

In this tutorial, we will go through how to create a special arrow. The setup in this tutorial will also be applicable to other implementations although we are focusing specifically on arrows in this tutorial.

How arrows work in Conan Exiles

When an arrow is fired, two blueprints are used - the **Item Class** blueprint, and the **Visual object** blueprint.

In the Item-Table, the Class should point to "**BP_Item_BowProjectileBase**", whereas the Visual object blueprint (in the itemtable arrow entry) is the actual missile itself while in the air. This is the blueprint that collides with targets/the world/other meshes.

Another important note is that if you have created a new arrow-type, you will need to edit all the Bow-entries in the game to accept this new arrow as actual ammunition (the item-table entry for all bows have a "Compatible Ammunition" list entry).

The special arrows in Conan Exiles basegame can be found in this folder:
    /Game/Items/Weapons/SpecialityAmmunition/

You will want to create a new child of the **BP_Visual_BowCustomProjectileBase** blueprint.
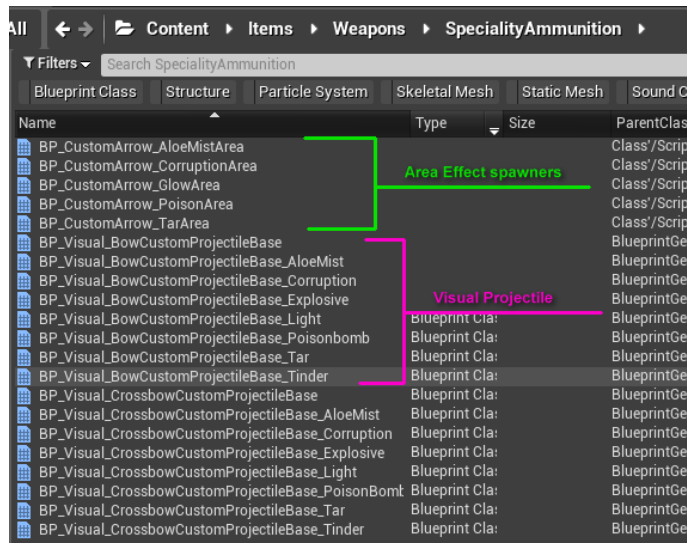
Basic Special Arrow blueprint settings

All special arrows in Conan are children of the "" blueprint, which has a number of settings, so let's go through these first, since these are the most generic settings for an arrow.

Spawn Actor on Hit (default off) is required if you want the arrow to spawn an actual lingering effect (more about this later).

Destroy self on Hit (default on) makes the arrow destroy itself when it hits a target

AoE Damage (default 0) is the amount of maximum damage the arrow does on impact within a specific radius - this damage is affected by falloff

AoE Min Damage (deault 0) is the amount of minimum damage the arrow does on impact at the outer edge of the radius

AoE Damage Inner Radius (default 0) is the inner radius distance of the AoE damage

AoE Damage Outer Radius (default 0) is the outer radius distance of the AoE damage

AoE Siege Damage (default 0) is the amount of maximum siege damage the arrow does on impact within a specific radius - this damage is affected by falloff

AoE Siege Min Damage (default 0) is the amount of minimum siege damage the arrow does on impact at the outer edge of the radius

Spawn particle on hit (default off) should be ticked if you want a speficic particle to spawn at the location of the impact)

Play sound on hit (default off) allows you to play sounds at the impact location if you want

Explosion sound (default "none") is the actual sound to be played by "Play sound on hit"

Explosion particle (default "none") is the actual particle to be played by "Spawn particle on hit".

Actor (default "none") is the actor to spawn on arrow impact. This can be further modified to create a number of lingering effects (see below)
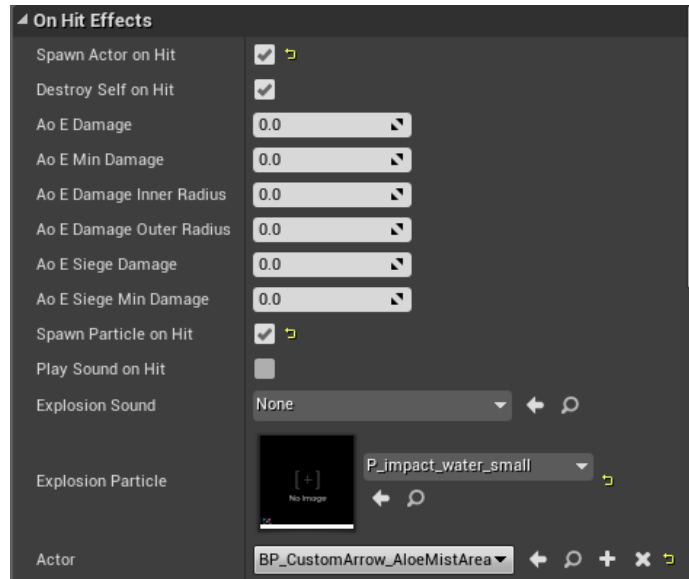
Lingering effects

You may want to create special arrows that produce lingering effects, such as oil on the ground, smoke, tar or other effects that grant buffs/debuffs to the area.

Some of the existing arrows have buffs attached to them - the easiest way of making a new lingering effect is to simply take one of these (for example, the "**BP_CustomArrow_CorruptionArea**" blueprint), copy it and replace the "**Hazard Debuff**" in the details-window with a buff of your choosing.

This blueprint also allows you to adjust the radius of the buff and particle for the lingering effect.

For more information specifically about buffs, please read the "**Creating Buffs**" guide in this .zip file.