Ancient Weapons

Special Mechanics

* Item – Bow, Breast Plate, Helmet, Horn, Net, Shield and Sword can be designated as items. Items get an inherent -1B, but can’t be used when you are entangled, or restrained. They can be taken away, or broken, and can be temporarily given to another player to use. One armor piece designated as an item may be worn over existing armor to circumvent the stacking limit.

Powers

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cost** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bow | 20P | Att | A | Shoot | 5/ | +1 | 1 Tgt | 4B | * 2d8 + Skill Physical Damage * Knock(1) * Pierce(2) | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Fast +2 / x2 / +1B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 6P |
| Breast Plate | 20P | Arm | N | -- | -- | -- | Self | 0B | * Armor 4/4/0 | * Armor 1/1/0 / x3 / +0B / 10P * Resist Piece(1) / x2 / +0B / 10P |
| Chariot | 20P | Mov | M | -- | -- | -- | Self+1 | 1B | * 12” Running * One passenger allowed | * Encased – Making at least a ½ move gives you bonus armor 4/4/0 / x1 / +0B / 10P * Magical Mounts – The chariot can move on its own and move up to two passengers without intervention from its owner / x1 / +0B / 10P * Move +4 / x3 / +1B / 10P |
| Favor of the Gods | 20P | Trait | N | -- | -- | -- | Self | 0B | * +2 to all saving throws | * Save +1 / x2 / 20P |
| Helmet | 20P | Arm | N | -- | -- | -- | Self | 0B | * Armor 2/2/2 | * Armor 1/1/1 / x2 / +0B / 10P |
| Hero’s Shout | 20P | Buff | R | Self | -- | -- | Self | 8B | * +2d4 to Muscle and Skill * Lasts 6 rounds | * Buff Die 2d6 / x1 / +2B / 10P * Can Buff Others (Range 6”) / x1 / +1B / 10P * Option – Can heal for 2d4 instead of buff / x1 / +0B / 20P |
| Horn | 20P | Buff | AC | Direct | 0” | -- | 7” Rad | 2B | * Allies +1 accuracy * Allies +2 damage * Allies +2 saves | * Accuracy +1 / x1 / +1B / 10P * Burn -1 / x3 / -- / 10P * Damage +1 / x2 / +1B / 10P * Saves +1 / x2 / +1B / 10P |
| Net | 20P | Att | A | Shoot | 3/ | 0 | 1 Tgt | 4B | * 4/4/0 & 4d6 Entangle | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Barbed – When the victim tries to escape, or attack the bonds, they take 1d6 penetrating damage / x1 / +1B / 10P * Barbed Die Step / x2 / +1B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 6P |
| Shield | 20P | Def | N | -- | -- | -- | Self | 1B | * +2 Block * Bonus Block(1) * May block incoming missiles | * Block +1 / x2 / +1B / 10P * Bonus Block +1 / x2 / +1B / 10P * Burn -1 / x3 / -- / 10P |
| Sword | 20P | Att | A | Strike | -- | 0 | 1 Tgt | 4B | * 2d8 + Muscle Physical Damage | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Fast +2 / x2 / +1B / 10P * Pierce +1 / x3 / +0B / 10P |