Archery

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cost** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Alarm Arrow | 10P | Util | M | Direct | 40 | -- | 1600/50 rad | 2B | * Arrow sends out a visible flare, a screech, or both that can be detected up to 3200 meters away * Cancels darkness penalties within 100m for 3 rounds | * AoE x2 / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P * Duration x2 / x3 / +1B / 10P * Targeting Beacon – All allies within 100m get +1 accuracy / x1 / +2B / 10P |
| Armor | 20P | Arm | N | -- | -- | -- | Self | 0B | * Armor 6/6/0 | * Armor 2/2/0 / x3 / +0B / 10P * Resist Piece(1) / x2 / +0B / 10P |
| Entangling Arrow | 20P | Att | A | Shoot | 6/ | +1 | 1 Tgt | 5B | * 4/4/0 & 4d8 Entangle | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 6P * Sticky – Anyone who touches the victim, or attacks the entangle with melee instantly becomes entangled too / x1 / +1B / 10P |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |