Ancient Weapons

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Skirmisher | MS+3 | RS+2 | RS+3 | RW+2 | PW+0 |
| Titan | MP+4 | MT+3 | PR+2 | RT+0 | CP+1 |

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.
* Armor – Any single piece of armor from this set that is designated as an item can be stacked over other armor, ignoring the normal limit of two armor powers. Wearing armor in this fashion is bulky and tiring and any character stacking three armor powers will have a -1 penalty to their defenses and a +1 burn rate each round.

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bow | Ars | A | 20 | 5/ | +1 | 1 tgt | 4 | * 2d8 + Skill Physical Damage * Pierce(2) * Knock(1) | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Fast +1 / x3 / +0B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P |
| Breast Plate | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / +0B / 10P * Resist Piece(1) / x2 / +0B / 10P |
| Chariot | M | M | 20 | -- | -- | Self +1 | 1 | * 12” Running * One passenger allowed * Overland(3) | * Burn -1 / x3 / -- / 10P * 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 / x3 / +1B / 10P |
| Cleave | Vm | C | 10 | -- | -- | Self | 0 | * Cleave(11) * When you down a foe with a melee attack, you may spend an energy to make a ½ move and attack a second time. Downing an opponent with an x or more on your attack die waives the energy cost | * Proc +1 / x3 / -- / 10P |
| Favor of the Gods | T | N | 20 | -- | -- | Self | 0 | * +2 to all saving throws | * Save +1 / x2 / 20P |
| Helmet | R | N | 20 | -- | -- | Self | 0 | * Armor 2/2/2 * Mental Saves +1 | * Armor / x2 / +0B / 10P |
| Hero’s Shout | B | H | 20 | -- | -- | Self | M | * +2d3 to Muscle and Skill | * Buff Step / x2 / +2B / 20P * Can Buff Others (Range 6”) / x1 / +0B / 10P * Option – Can heal instead of buff / x1 / +0B / 20P |
| Horn | B | T | 20 | 0” | -- | 7 rad | 2 | * 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 |
| Improved Charge | Vm | C | 10 | -- | -- | Self | 0 | * You take no penalty when charging | * Impact – Charging adds +1 damage/die / x1 / -- / 10P |
| Net | Ars | A | 20 | 3/ | 0 | 1 tgt | 4 | * 4/4/- & 4d6 Entangle | * Accuracy +2 / x2 / +0B / 10P * Armor / x3 / +0B / 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 / 10P |
| Offensive Stance | N | T | 10 | -- | -- | Self | 0 | * You get +1 to hit and +2 damage but take -1 to all defenses | * None |
| Shield | D | T | 20 | -- | -- | Self | 2 | * +2 Block * Bonus Block(1) * May block incoming missiles | * None |
| Sweep | Vm | C | 10P | -- | -- | 2-3 tgt | 1 | * You may take a -3 accuracy to make a melee attack against two adjacent enemies | * Enemies +1 / x1 / +1B / 10P |
| Sword | Amt | A | 20P | -- | 0 | 1 tgt | 3 | * 2d8 + Muscle Physical Damage | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |