Archery

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Archer | MS+1 | RS+2 | RS+4 | RS+3 | PR+0 |
| Skirmisher | MS+2 | MS+2 | RS+3 | RS+3 | PW+0 |

Special Mechanics

* Device – By default this powerset is a device set. It does not have to be a bow and arrow, but could be grenades, or a gun, or whatever. Devices can be taken away, or dropped and they cannot be used while entangled, or restrained.
* Inherent – This powerset can be made inherent, at a cost of +1B on all powers with a burn rating greater than 0.
* Quiver – By default this powerset can be used indefinitely. However, you can take the limit the uses to 40 each adventure, and you must specify how many of each type of arrow you are going to bring. This lowers the burn rating of each power by 1. You can take a more restrictive limit of 20, which lowers the burn rating of each power by 2 (min 0).

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Alarm Arrow | U | E | 10 | 40 | -- | 1600/50 rad | 2 | * 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 * Range +20 / x3 / -- / 10P * Targeting Beacon – All allies within 100m get +1 accuracy / x1 / +2B / 10P |
| Armor | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / +0B / 10P * Resist Pierce(1) / x2 / +0B / 10P |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Double Shot | Vr | C | 20 | -- | -- | 2 tgt | 0 | * By spending an energy, you can take a -2 accuracy penalty and attack two adjacent targets in a single round | * None |
| Entangling Arrow | Ars | A | 20 | 6/ | +1 | 1 tgt | 4 | * 4/4/0 & 4d8 Entangle | * Accuracy +2 / x2 / +0B / 10P * Armor / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 10P * Sticky – Anyone who touches the victim, or attacks the entangle with melee instantly becomes entangled too / x1 / +1B / 10P |
| Explosive Arrow | Ats | A | 20 | 6/ | 0 | 3 rad | 6 | * 3d6 Physical Damage * Extra Knock Dice(1) * Knock(3) | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Knock +1 / x1 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P * Radius +1 / x2 / +1B / 10P * Range +1 / x3 / +0B / 10P |
| Flash Arrow | Ars | A | 20 | 6/ | +1 | 1 tgt | 6 | * Blind (Reflex, Skill) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Glue Arrow | Ats | A | 20 | 4/ | -- | 4 rad | 6 | * Snared 2d4 (Muscle, Skill) * Can be stacked to a maximum snare of 8 * Flight and teleports are not affected | * Burn -1 / x3 / -- / 10P * Radius +1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Hunting Arrow | Ars | A | 20 | 6/ | +1 | 1 tgt | 4 | * 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 * Dmg Die / x3 / -2A / 10P * Fast +1 / x3 / +0B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P |
| Omni Arrow | Ar+ | + | 30 | -- | -- | -- | 1 | * Choose up to two different effects to carry with you into battle * You can change effects when you return to your base of operations * Armor Piercing – Pierce(2) * Broadhead – Damage +2 and Bleeder(4) * Crippling – Crippled (Toughness) * Fire – Damage +1 and Ignite(3) * Ice – Chill (Toughness) * Poison – Sickened (Power, Toughness) * Shock – Daze (Power, Toughness) | * Effect +1 / x2 / +0B / 10P |
| Piercing Shot | A+ | + | 20 | -- | -- | Self | 1 | * Pierce(2) | * None |
| Piercer | T | N | 10 | -- | -- | Self | 0 | * Add Pierce(1) to every shot | * None |
| Point-Blank Shot | Vr | C | 10 | -- | -- | -- | 0 | * If you fire a ranged attack from within the first range band, you get a +1 to-hit and +1 damage/die | * None |
| Smoke Bomb | Ar | A | 20 | 20 | -- | 4 rad | 4 | * Opaque cloud of smoke for 6 rounds | * Radius +1 / x4 / -- / 10P * Range +7 / x3 / -- / 6P |
| Swing Line | M | F | 20 |  |  |  | 1 | * Swing 12 * Acts like flight with restrictions * Requires something to hook the swingline to (GM’s discretion) * No ½ moves * Must end your round on a surface | * Move / x3 / +0B / 10P |
| Trip Line | Ars | A | 20 | 6/ | +1 | 1 tgt | 4 | * Knockdown (Skill) * Can be used to grab opponent and drag him up to 6”/round (Muscle test) * Can be used to grab objects and pull them 12”/round, but if the object is being held then a Muscle test is required * +4 Muscle on all opposed tests | * Accuracy +2 / x2 / +0B / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |