Ranged Attacks

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| **Powerset** | **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Ancient Weapons | Bow | Ars | A | 20 | 5/ | +1 | 1 tgt | 4 | * 2d8 + Skill Physical Damage * Device * 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 / 6P |
| Archery | Hunting Arrow | Ars | A | 20 | 6/ | +1 | 1 tgt | 4 | * 2d8 + Skill Physical Damage * Device * 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 / 6P |
| Chemistry | Acid Attack | Ars | A | 20 | 3/ | 0 | 1 tgt | 4 | * 3d8 damage * Damage is either physical or energy, based on the target’s lowest AV * Knock(0) * Dissolve(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dissolve +1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Range +1 / x3 / +0B / 6P |
| Chemistry | Tranq Dart | Ars | A | 20 | 3/ | 0 | 1 tgt | 4 | * 2d6 penetrating damage * Does not work through force fields, or fully encased armor suits | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x2 / +1B / 10P * Dmg Die / x2 / -2A / 10P * Range +1 / x3 / +0B / 6P |
| Density Control | Armor Disruption | Ars | A | 20 | 4/ | 0 | 1 tgt | M | * Dissolve 1d6 physical and energy armor * Effects continue as long as you maintain 1 energy to do so * Hitting the same target with this power allows you to reroll the result and take the best one. | * Accuracy +2 / x2 / +0B / 10P * Dissolve Step / x3 / -- / 10P * Mental – Also dissolves Psychic armor / x1 / -- / 10P * Stacking – The power can now stack multiple dice of dissolve, but each die requires an energy to maintain / x1 / -- / 10P |
| Earth Control | Hurl Bolder | Ars | A | 20 | 4/ | 0 | 1 tgt | 5 | * 2d6+Skill * Slow (Muscle, Reflex) | * Accuracy +2 / x2 / +0B / 10P * Area 1 hex / x1 / +2B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Energy Projection | Energy Blast | Ars | A | 20 | 6/ | -1 | 1 tgt | 6 | * 2d10 + Skill energy damage * Knock(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x2 / +1B / 10P * Dmg Die / x2 / -2A / 10P * Range +1 / x3 / +0B / 6P |
| Flame Manipulation | Fire Blast | Ars | A | 20 | 5/ | 0 | 1 tgt | 6 | * 2d10 + Skill energy damage * Ignite(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Ignite +1 / x3 / +0B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 6P |
| Force Blast | Force Blast | Ars | A | 20 | 4/ | 0 | 1 tgt | 5 | * 2d6 + Power physical damage * Extra Knock(1) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Knock +1 / x1 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P * Range +1 / x3 / +0B / 6P |
| Super Soldier | Missile Weapon | Ars | A | 20 | 4/ | 0 | 1 tgt | 3 | * 2d6 + Skill physical damage * Device | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Burst – Roll 3 dice to hit / x1 / +3B / 20P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Range +1 / x3 / +0B / 6P |