**Archery**

**Highlights:**

* Accurate attacks
* Large area snare
* Lots of status effects

**Super Stats:**

* Dexterity

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Alarm Arrow | Utl | M | Area | 40” | -- | 3200m radius | 6u | * Arrow sends out a visible flare, a screech or both that can be detected up to 3200 m away * Cancels darkness penalties in a 100m radius for 3 rounds | 6 |
| Armor | Arm | N | -- | -- | -- | Self | -- | * Suit with 6/6/0 armor | 10 |
| Entangling Arrow | Att | A | Bolt | 6/ | +1 | 1 target | 6u | * 4/4/0 & 4d8 entangle | 10 |
| Explosive Arrow | Att | A | Area | 40” | -- | 3” radius | 8u | * 2d8 phys. damage * +1d6 KB (STR, AGI 20) | 10 |
| Flash Arrow | Att | A | Bolt | 6/ | +1 | 1 target | 6u | * Target blind (SPD, PER 18) | 10 |
| Glue Arrow\* | Att | A | Area | 20” | 0 | 4” rad | 6u | * Targets are snared with a strength of 2d4 (AGI 24) until their next recovery * Can be stacked to a maximum snare of 8 * Affects running, jumping and tunneling. Flight and teleport are unaffected | 10 |
| Hunting Arrow | Att | A | Bolt | 6/ | +1 | 1 target | 6u | * 3d8 phys. Damage | 10 |
| Omni Arrow\* | Att+ | -- | -- | -- | -- | -- | +3u | * Adds secondary effect to arrow * Hero can choose up to 2 types of arrows at a time from the following list: * Hero can change arrows by returning to his base. * Armor Piercing – Gives your attack Pierce(2) * Broadhead – +2 damage and Bleed(4) * Crippling – target must save (TOU, WIL 20) or suffer the crippled effect * Fire -- +1 damage and Ignite(4) * Ice – target must save (TOU, WIL 20) or be chilled * Poison -- target must save (TOU, WIL 20) or suffer the sickened effect * Shock – target must save (TOU, WIL 20) or suffer the dazed effect | 20 |
| Smoke Bomb | Att | A | Area | 20” | -- | 4” radius | 10u | * Created opaque cloud of smoke for 6 rounds | 10 |
| Swing Line | Mov | R | -- | -- | -- | Self | 1u | * Acts like flight 12” * Must have something to which to attach (GM’s discretion) * Must end his round on a surface * No half-moves | 10 |
| Trip Line | Att | A | Bolt | 12” | +1 | 1 target | 6u | * Trips target and knocks him down (AGI 20) * Can be used to grab and pull man-sized targets up to 6” a round (STR) * Can be used to grab smaller targets and pull them 12” a round, but if someone holds the object, the attempt requires a to-hit at -2 and an opposed STR check. * +4 STR on all opposed checks. | 10 |

**Additional Information**

**Alarm Arrow**

* The hero fires an arrow that either produces a piercing shriek or a bright flare. The arrow can be seen or heard for a distance of 3200m (about 2 miles). This power could also be used to light an area, cancelling any penalties for normal darkness in a 100m radius for 3 combat rounds.

**Armor**

* The hero wears armor that provides him with 6 physical and 6 energy armor.

**Entangling Arrow**

* The entangling arrow entraps its victim in a mass of sticky webs. These webs have 4d8 hit points and 4 physical and energy defense. The entangled target cannot move, or take any action but attacking the web until he is freed.
* *Sticky Entangle* – Anyone who touches the entangle or the victim is instantly entangled by the power (10)

**Explosive Arrow**

* The hero fires an arrow that explodes with a powerful force, doing 2d8 points physical damage to everyone in the area and knocking them away from the center of impact. The attack does knockback under the normal combat rules, but in addition, does 1d6 knockback if the affected targets fail a strength or agility save vs. DL 20.
* *Knock* – Knock chance increased by 1 (10)

**Flash Arrow**

* The hero fires an arrow that explodes into bright light, blinding the target unless a speed save vs. difficulty 20 is made. Once the target is blinded, subsequent saves to remove the status effect may be made with either the victim’s speed or perception score.

**Glue Arrow (signature)**

* All characters in the area of effect of this power are snared with a strength of 2d4 unless they can make an agility save vs. DL 24. This effect lasts until the character’s next recovery, when the glue wears off or is wiped off by the character.
* The snare effect can be stacked on the same character multiple times, but the maximum snare strength is 8.
* The glue arrow affects only movement powers that require contact with the ground. This includes running, jumping and tunneling.

**Hunting Arrow**

* The hero fires an accurate arrow into the target.
* *Piercing* – 2/12 chance to ignore armor (10)

**Omni Arrow (signature)**

* The hero has a stock of special arrows at his base. Each type of arrow adds a different effect to the hero’s base attack. The hero may carry two types of these arrows with him on patrol and must return to base to switch.
* *Loadout* – Can carry one additional arrow type into the field (10)

**Smoke Bomb**

* This power creates a cloud of thick smoke which is opaque to normal vision. The smoke lasts 6 rounds, but can be dispelled by high winds.
* *Choking* – Smoke gains weak choking effect. Anyone in smoke must save (TOU, WIL 16) or gain the choking status (10)

**Swing Line**

* You use a swing line to move about the battlefield. This works similar to flight, but there are no half-moves allowed. You may choose to swing less than 12 hexes, but the move will still take a full action. In addition, you must end his move on a suitable surface. Finally, you cannot swing unless there is something to which to attach a swing line.
* *Flipping* – You gain a +1 dodge any round you swing (10)

**Trip Line Arrow**

* This attack fires a trip line up to 12 hexes that can knock down a target if he fails an agility roll vs. DL 20. Once knocked down, a target can be pulled toward you at a rate of 6 hexes each round by making an opposed strength check. You get a +4 to the strength check.
* The trip line can also be fired at inanimate objects. Small objects can be pulled to you in a single action. Man-sized or larger objects require a strength check and only travel 6 hexes a round, similar to a struggling opponent. Objects that are being held by an opponent, must be attacked at a -2 to-hit, and pulling them out of your opponent’s grasp will require an opposed strength check in which you get a +4.