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 -1 Burn, 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** | **Category** | **Cost** | **Burn** | **Effects** | **Enhancements** |
| Bow | Attack, Ranged, One Target | 20 | 5 | * Damage (2d8 + SKL) (Physical) * Accuracy (1) * Knock (1) * Pierce (2) * Range Band (5) | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 20P * Dmg Die / x3 / -2A / 20P * Fast +1 / x3 / +0B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P |
| Breast Plate | Armor, Inherent | 20 | 0 | * Armor (3/3/0) | * Armor / x3 / +0B / 10P * Resist Pierce (1) / x2 / +0B / 10P |
| Chariot | Movement | 20 | 1 | * Run (12) * Overland (3) * Passengers (1) | * 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 | Trait | 10 | 0 | * Cleave (11) | * Chance +1 / x3 / -- / 10P |
| Favor of the Gods | Trait | 20 | 0 | * Saves (2) | * Saves +1 / x2/ 20P |
| Helmet | Armor, Inherent | 20 | 0 | * Armor (2/2/2) * Saves (1) (Mental) | * Armor / x2 / +0B / 10P |
| Hero’s Shout | Buff, Half Action, Self | 20 | M | * Boost (2d3) (Muscle and Skill) | * Buff Die Step / x2 / +2B / 20P * Buff Others – Power gains Range (6) / x1 / +0B / 20P * Heals on End – Target can end the effect and heal his hit points for the total amount buffed / x1 / +0B / 20P |
| Hunting Horn | Buff, Toggle, Area | 20 | 3 | * Accuracy (1) * Damage (2) * Radius (5) * Saves (1) | * Accuracy +1 / x1 / +1B / 10P * Burn -1 / x3 / -- / 10P * Damage +1 / x2 / +1B / 10P * Saves +1 / x2 / +1B / 10P |
| Improved Charge | Trait | 10 | 0 | * You take no attack or defense penalties when you charge an opponent | * Impact – Charging adds +1 damage/die / x1 / -- / 10P |
| Net | Attack, Ranged, One Target | 20 | 5 | * Entangle (4d6) (4/2/x) * Range Band (3) | * 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 | Stance | 10 | 0 | * Accuracy (1) * Damage (2) * Defense (-1) | * None |
| Shield | Buff, Toggle, Self | 20 | 3 | * Block (2) * Bonus Block (1) * Blocks Missiles | * None |
| Sweep | Adder, Melee | 10 | 1 | * Accuracy (-3) * May attack two adjacent targets | * Enemies +1 / x1 / +1B / 10P |
| Sword | Attack, Melee, One Target | 20 | 4 | * Damage (2d8 + Muscle) (Physical, Slash or Stab) | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 20P * Dmg Die / x3 / -2A / 20P * Pierce +1 / x3 / +0B / 10P |
| Thrust | Adder, Melee | 10 | 1 | * Pierce (2) | * None |