Archery

Fighting Profiles

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

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| --- | --- | --- | --- | --- | --- |
| **Name** | **Category** | **Cost** | **Burn** | **Effects** | **Enhancements** |
| Alarm Arrow | Utility, Half Action, Area | 10 | 2 | * Alarm (1600) (Audible, Visual) * Light, Radius (50) * Duration (3 Rounds) * Range (40) | * 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 | Armor, Inherent | 20 | 0 | * Armor (3/3/0) | * Armor / x3 / +0B / 10P * Resist Pierce (1) / x2 / +0B / 10P |
| Dodge | Trait | 10 | 0 | * Dodge (1) | * Dodge +1 / x2 / -- / 10P |
| Double Shot | Adder, Ranged | 20 | 2 | * Accuracy (-2) * May attack two adjacent targets | * Enemies +1 / x1 / -1A / 10P |
| Entangling Arrow | Attack, Ranged, One Target | 20 | 4 | * Entangle (4d8) (4/4/0) * Range Band (6) | * 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 | Attack, Targeted Area | 20 | 6 | * Damage (3d6) (Physical, Smash) * Knock (3) * Knock Dice (1) * Range Band (6) | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 20P * Knock +1 / x1 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P * Radius +1 / x2 / +1B / 10P * Range +1 / x3 / +0B / 10P |
| Flash Arrow | Attack, Ranged, One Target | 20 | 6 | * Blind (Reflex, Skill) * Range Band (4) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Glue Arrow | Attack, Targeted Area | 20 | 6 | * Snare Surface (2d4) (Muscle, Skill) * Range Band (4) | * Burn -1 / x3 / -- / 10P * Radius +1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Hunting Arrow | Attack, Ranged, One Target | 20 | 4 | * Damage (2d8 + Skill) (Physical, Stab) * Knock (1) * Pierce (2) * Range Band (6) | * 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 |
| Omni Arrow | Adder, Ranged | 30 | 1 | * Choose up to two different effects to carry with you into battle, changing effects when you return to your base of operations * Armor Piercing – Pierce (2), Knock (1) * 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 |
| Piercer | Trait | 10 | 0 | * Piercer (1) | * None |
| Point-Blank Shot | Trait | 10 | 0 | * If you fire a ranged attack from within the first range band, the attack gets Accuracy (1) and Damage (3) | * None |
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