



ARCH-LIGHTING

TAGLINE: I DON'T MISS...

DESIGNATION: SKILL HERO - BLASTER

POWER LEVEL: DELTA (B-LISTER)

ATTRIBUTES

MIGHT:	4	D8 (+2)	PACE:	4 AREAS
PROWESS:	7	D10 (+3)	INITIATIVE:	3D10
QUICKNESS:	6	D8 (+3)	AVOIDANCE:	17
VIGOR:	5	D8 (+3)	FORTITUDE:	17
CHARISMA:	3	D6 (+2)	DISCIPLINE:	17
INSIGHT:	3	D6 (+2)	STAMINA (WOUNDS):	52 (4)
LOGIC:	5	D8 (+3)	AR:	BALLISTIC/MELEE 6 ENERGY: 3
RESOLVE:	5	D8 (+3)		

PLOT DIE 2 D6

ATTACKS

Bow - Normal Arrows
(20 Normal Arrows)

Attack: +5 (Pr)
Damage: d6(Qu) +2

(Element/Energy Blast)
Plasma Arrow
Rounds: 15 round Mag (3)

Attack: +5 (Pr)
Damage: d10 (Qu)+2
Burnout: 4
Burnout Threshold: 12

Medium Semi-Auto Handgun
2 Magazines 10 rounds each

Attack: +2 (Pr)
Damage: d8 (Qu)
Impact: +2

POWERS:

BURNOUT THRESHOLD: 17

CELERITY

Ranks: 3, **Burnout:** 7

Effect: You may reduce the Speed of any action by one category. You may use this power 2 times per scene.

Power Modification: All Skill

ELEMENTAL/ENERGY BLAST (FIRE)

You possess a modified bow which may shoot arrows made of plasma or normal arrows for no burnout.

Rank: 5, **Burnout:** 4

Action: Complex

Effect: When bow to fire a plasma arrow it deals d10 (Qu) at a range of 5 areas.

Power Modification: Removable Item (anyone can use), External Power Source **Burnout Threshold:** 12

Note: This bow may also fire normal arrows.

ARMOR

You possess a costume suit of reinforced Kevlar armor

Rank: 5

Power Modification: Removable Item (anyone can use)

SKILLS (BONUS/PASSIVE):

Academics {History}: 3/18	Athletics: 3/17
Drive: 1/16	Engineering
Firearms: 3	[Weapons]: 3/18
Local Knowledge: 1/16	[Electrical]: 3/18
Medicine [EMT]: 2/17	Melee: 3/18
Outdoorsman: 2/16	Perception: 2
Ranged {Bows}: 4/19	Science
Technology	[Chemistry]: 2/17
[Basic]: 2/17	
[Security Systems]: 3/18	
Urban Survival: 2/16	

{x} denotes skill focus, gain +1 bonus when using the listed skill with the listed bonus, [x] denotes specific fields of study, these are treated as individual skills

ADVANTAGES

BLIND-FIGHTING [COMBAT]

Benefit: As a Push 2 action, anytime you are fighting an opponent in melee and miss due to concealment you may reroll that attack using your Perception (Pr) instead of your melee combat skill.

HAWKEYE [COMBAT]

Benefit: When using your Ranged skill to attack, you ignore any penalties incurred from firing at range.

QUICK [SKILL]

Benefit: Increase your movement by one zone, this talent does not stack with movement based powers.

QUICK DRAW [COMBAT]

Benefit: You may ready or put away a weapon as a Trivial action for you.

WEAPON MASTER [COMBAT]

Benefit: You are a master of the bow and gain a +2 bonus to damage all when using a bow.

GEAR:

Weapons:

Power Bow (20 Arrows), Medium Semi-Auto Handgun (2 Magazines of 10 rounds each.)

Infiltrator Pack:

Water-resistant Tactical Ergo Pack, Pocket Lockpick Set, Water Resistant Night Vision Binoculars*, Tactical Sheath Utility Belt, Climbing Kit, Gas Mask, Throat communicator with 1-2 way radio/walkietalkie*, Well-worn leather Tactical gloves

DISADVANTAGES

Your bow suffers from “Unreliable at the best of times”

UNRELIABLE AT THE BEST OF TIMES

At any time, once per scene, the Editor-n-Chief may decide that a piece of your tech or an external power source just fails to work. You may spend a Plot Die to resist this result.

PERSONALITY FLAWS

RUTHLESS

You are a reformed super villain and you try to do the right thing, but you still lack compassion for others.

You have no appreciation for the feelings of others and fake compassion as best you can. You know that what you're doing now is right, but you might as well be a robot as far as your feelings are concerned. You often look to other heroes to see how you should be feeling.

VILLAINOUS PAST

Yes, you keep saying that the Z-Day changed everything, but you know what? I really don't care. Before the Z-Day you were an arrogant, megalomaniacal, narcissistic SOB with blood on your gloves. I still don't trust you.

You were a rather public and sinister super villain before the Z-Bomb and you can't shake your reputation. You are treated poorly, constantly watched, and always the first suspect whenever something bad happens that doesn't involve zombies.