

Marksmanship

A Dexterity Skill

Whether you're one for pulling out your pistol and getting off a warning shot at the start of combat or you like to stand behind a pillar with your bow and pick off enemies as your warrior-friend distracts them, marksmanship is the right skill for you. Encompassing all aspects of ranged weaponry, your skill at a distance will make you a frightening foe.

the target from firing at your friend. When you provide cover fire, you take a -6 on your accuracy rolls but also provoke the target into attacking you (see the Cunning attribute). You gain a bonus on the cunning roll equal to your skill in Marksmanship.

Double Trigger

MARKSMANSHIP SPECIALTY

COST: as a Firearm Attack

You aren't afraid of releasing both shots from a double-barreled firearm at the same time. This costs the normal amount of action points as making a normal attack with the firearm, but increases the damage class by 3. Of course, after using a double trigger attack, both chambers are left empty.

Exhale

MARKSMANSHIP SPECIALTY

COST: Ranged Attack +1 AP

You exhale, calming the world around you, and letting your breath lead your projectile to its predestined target. When using a ranged weapon and exhaling, you eliminate all accuracy penalties due to movement, shaky terrain, or weather.

Follow Up

MARKSMANSHIP SPECIALTY

When you figure out how to nail that bastard, it's not hard to do it again. If you land a ranged attack on a target and they do not move from their space before you attack again, you gain a bonus to accuracy and strike for you second attack. As long as the opponent does not move, you may gain the bonus with every consequent attack.

Marksmanship includes the following specialties:

Aim

MARKSMANSHIP SPECIALTY

REQUIRES: 4 skill points in Marksmanship

COST: 1 AP

Before you take your shot, you can spend some time lining up your sights and aiming. You may spend any number of action points preparing yourself, and, for every action point you spend aiming, you may roll on the chart in order to gain a bonus to your accuracy. You may start aiming one turn and then fire in a subsequent turn, but if you are attacked after you start aiming (but before you fire), you lose any bonus you add to the attack. You cannot gain any more accuracy to an attack than you have skill in Marksmanship.

- ① +1 Accuracy
- ② +2 Accuracy
- ③ +3 Accuracy
- ④ +4 Accuracy

Cover Fire

MARKSMANSHIP SPECIALTY

COST: as a Ranged Attack

While you don't mind hitting the target, the real goal is to prevent

- ① +2 to accuracy and strike
- ② +4 to accuracy and strike
- ③ +6 to accuracy and strike
- ④ +8 to accuracy and strike



Head Popper

MARKSMANSHIP SPECIALTY

COST: 1 AP reflexively

When they stick their head out of cover, you pop them right quick. When a foe leaves cover (to any degree), you may instantly make a reflexive ranged attack against them for 1 action point. If there is any dispute as to who gets to make the first attack, it's you (unless there are two people with Head Popper, in which case it'll be decided by a priority roll).



Itchy Trigger Finger

MARKSMANSHIP SPECIALTY

Your friends might think you just randomly shot a bush, but you know better. If you have even the inkling that there's somebody sneaking around within your gun's range and you're not aware of them, you can try to shoot them. You take the normal penalties for firing blindly, but they are still targeted. If there are multiple people sneaking around, your shot will target the closest one.

If you miss, there is no reason the sneaking person will be identified, and you'll probably just assume that there is nobody there.



Joint-Buster

MARKSMANSHIP SPECIALTY

REQUIRES: 7 skill points in Marksmanship

RESIST: Brute (tiers down)

COST: Ranged Called Shot +1 AP

You target their joints, taking them completely off-guard. When making a ranged called shot against an opponent, you might stun them as well. You roll your Marksmanship to determine the stun, and they are allowed a Brute roll to resist (tiering down).

- | | |
|---|------------------|
| 1 | Stunned for 1 AP |
| 2 | Stunned for 2 AP |
| 3 | Stunned for 3 AP |
| 4 | Stunned for 4 AP |



Knock-Off

MARKSMANSHIP SPECIALTY

RESIST: Dexterity (negates)

COST: Ranged Attack +1 AP

You take aim at a mounted opponent and attempt to shoot them off of their mount. Use your skill in marksmanship in a roll-off against their dexterity. If you succeed, they are thrown off of their mount or vehicle.



Lockdown Gunner

MARKSMANSHIP SPECIALTY

When the villain pulls out his doomsday device or the assassin draws a vial of poison, you'll snipe it right out of their hands. You can reflexively attack from a range whenever anybody draws or activates an item. (And, as per normal, you can always make this a called shot to their hand in order to disarm them of the item.)



Long Shot

MARKSMANSHIP SPECIALTY

COST: Ranged Attack +1 AP

You test the air and adjust accordingly, doubling the range that your weapon is accurate to. (Shooting beyond that range takes accuracy penalties as is normal for your weapon.)



Penetrating Shot

MARKSMANSHIP SPECIALTY

COST: Ranged Attack +1 AP

You use your ranged weapon in such a way that their armor offers little protection. It reduces that soak class of the target's armor for the purposes of this attack.

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|---|----------------------|
| 1 | Ignores 1 soak class |
| 2 | Ignores 2 soak class |
| 3 | Ignores 3 soak class |
| 4 | Ignores 4 soak class |



Point Blank

MARKSMANSHIP SPECIALTY

COST: Ranged Attack +1 AP

When your opponent's up close, you don't lose your calm. You just shoot them. You can make a point blank attack when using a ranged weapon against an adjacent opponent. You gain an immediate accuracy bonus for making the point blank attack.

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|---|--------------|
| 1 | +3 accuracy |
| 2 | +6 accuracy |
| 3 | +9 accuracy |
| 4 | +12 accuracy |



Second Shot

MARKSMANSHIP SPECIALTY

COST: 1 AP

When using a multi-barreled firearm, you're keen to take your second shot as soon as you get the first one off. If you still have action points after shooting your firearm and still have a round loaded, you may make a second attack for only 1 action point. (If you can take a shot after the second shot, it still costs the normal amount of action points).



Seeker

MARKSMANSHIP SPECIALTY

By focusing in on the opponent, you can ignore their cover bonuses. Anytime an opponent is being granted evade bonuses from cover, you may ignore it up to your skill in marksmanship. Thus, if they have medium cover (granting them a +4 to evade) and you have 3 points in marksmanship, they only receive a +1 to evade.



Snap Reload

MARKSMANSHIP SPECIALTY

You've been in enough gunfights that you're quite proficient at readying your firearms. You can ready a firearm for one less action point (to a minimum of 0).



Sneaky Seconds

MARKSMANSHIP SPECIALTY

REQUIRES: 4 action points per turn

Though your opponents may think they can catch your arrow, what they don't know is that there's a second arrow coming - and they're out of free hands! Sneaky Seconds activates immediately upon two consecutive ranged attacks being made in the same turn. Regardless of whether the first attack hits or not, the second ranged attack gains a bonus to its accuracy equal to your skill in marksmanship for determining if it hits (damage remains the same).

Note: If you can make a third attack in the turn, it does not gain the Sneaky Seconds bonus. That said, a fourth attack would!



Spread Shot

MARKSMANSHIP SPECIALTY

REQUIRES: 4 action points per turn

COST: as a firearm attack

At a range, you're good at hitting multiple targets with your shotguns. When using a firearm loaded with shot, you can attack two adjacent people, as long as they're 50 feet away from you. You make attacks against each of them for the cost of 1 attack, but each attack suffers a -3 on the accuracy roll.



Stable Shot

MARKSMANSHIP SPECIALTY

REQUIRES: 3 points in Brute

You no longer need to be in a firing position to fire a super-heavy crossbow or firearm. You may do it from a standing, normal position.



Turret

MARKSMANSHIP SPECIALTY

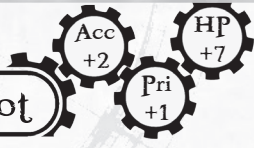
STANCE (costs 1 AP to enter)

You find the perfect spot on the battlefield. You sweep around the field, raise your rifle, and fire. Nothing's going to get to you.

While in this stance, you cannot move. If you move, you fall out of your turret stance. For 2 action points reflexively, you may make a ranged attack at anything that moves so much as five feet toward you. If you are on a vehicle or mount that moves toward somebody, that does not count as them moving toward you.

Furthermore, if anybody comes into a space adjacent to you, you can make ranged attacks against them for 1 action point and with a bonus to your damage, if you hit.

- | | |
|---|-----------------|
| 1 | +1 damage class |
| 2 | +2 damage class |
| 3 | +3 damage class |
| 4 | +4 damage class |



Warning Shot

MARKSMANSHIP SPECIALTY

COST: as a Ranged Attack

You can take a shot designed to miss, but also designed to scare the gods out of the target. When you take a warning shot, no attack rolls are necessary - instead, you may roll your cunning to intimidate the person from afar (see the cunning attribute). You gain a bonus on the intimidation roll equal to your skill in Marksmanship.



Wing Clipping

MARKSMANSHIP SPECIALTY

RESIST: Brute (if the method of flight is physical) or Sciences (if the method of flight is mechanical)

COST: Ranged Attack +1 AP

You take aim at a foe flying under their own power and shoot them out of the sky. Use your skill in marksmanship in a roll-off against their resist. If you meet or exceed their resist, you successfully disable their ability to fly. They will be able to fly again once they either successfully resist or they hit ground. They can attempt to resist for free at the end of their turn (when their action points refresh) or by spending 1 action point at any time.

Note: If the target has multiple ways of flying, wing clipping will only disable one at a time.

Dexterity

Archery Specialties

Arching Shot

MARKSMANSHIP SPECIALTY

COST: Bow Attack +1 AP

You may now make an arching shot. An arching shot is one in which you launch your arrow higher into the air, planning for it to come down at just the right spot to strike your opponent. When using an arching shot, your bow can shoot accurately another 25 feet per point you have in your marksmanship skill. To make this attack, you cannot have a ceiling within 100 feet.

Efficient Ranger

MARKSMANSHIP SPECIALTY

REQUIRES: 3 skill points in Marksmanship

You nock your arrow, pull the string back, and release as though you've been doing it since you were a wee babe. You may now make attacks with archery weapons for 2 action points instead of the normal 3.

Flight of Arrows

MARKSMANSHIP SPECIALTY

COST: Bow Attack +1 AP

You release a flight of arrows, having nocked multiple arrows. Make your normal attack. If you hit, instead of doing damage with your strike, you act as if you hit them multiple times with tier 1 damage. Each arrow may be soaked by the opponent's defense.

- ① 2 arrows that deal tier 1 damage
- ② 3 arrows that deal tier 1 damage
- ③ 4 arrows that deal tier 1 damage
- ④ 5 arrows that deal tier 1 damage

Note: A flight of arrows acts as multiple attacks for the purposes of determining damage, but other abilities (such as other attack-modifying specialties or bow augments) only affect the target once if they're applied to the flight of arrows.

Bleeding Arrow Specialties

Flesh Biter

MARKSMANSHIP SPECIALTY

COST: Bow Attack +1 AP

You've got a knack for using bladed arrows to make the target bleed out. When making a flesh biter attack, the arrow causes the target to start bleeding out. They'll continue to bleed until they spend 1 action point to stop the bleeding (which will stop up to 10 points of bleeding). The damage will incur at the end of their turn (when their action points refresh).

- ① 1 point of bleeding
- ② 3 points of bleeding
- ③ 5 points of bleeding
- ④ 7 points of bleeding

Flesh Piercing

MARKSMANSHIP SPECIALTY

REQUIRES: Flesh Biter specialty

Your flesh biting arrows sink in, dealing excruciating damage every turn until removed. In order to stop the bleeding from a Flesh Biter, 2 action points must be spent instead of 1.