

Silver Bow (Kelly Quinn)

Val	Char	Roll	Notes
25	STR	14-	HtH Damage: 5d6 Lift: 800 kg END: 2
26	DEX	14-	
18	CON	13-	
18	INT	12-	PER Roll: 13-
11	EGO	11-	
15	PRE	12-	PRE Attack: 3d6
9	OCV		
9	DCV		
4	OMCV		
4	DMCV		
6	SPD		Phases: 2, 4, 6, 8, 10, 12
10 / 20	PD		Total: 10 / 20 (0r / 10r)
10 / 20	ED		Total: 10 / 20 (0r / 10r)
9	REC		
40	END		
12	BODY		
32	STUN		

Personal Data

Hair: Light Brown **Eyes:** Blue
Height: 5' 8" **Weight:** 125 lbs

Birth Date: December 3, 1972
Place of Birth: New Rochelle, NY
Non-Hero Occupation: Investigative

Complications

DNPC: Lonny Drake (Photographer Boyfriend), Infrequently, Normal; Useful
Enraged: when she witnesses senseless violence against innocents (Uncommon), go 8-, recover 14-
Psych Complication: Torn between sense of fair play and desire to clean up the streets (Common, Strong)
Psych Complication: Determined to get to the bottom of things (Common, Strong)
Psych Complication: Workaholic (Common, Moderate)
Social Complication: Secret Identity (Frequently, Major)
Vulnerability: 1½ x STUN from Enchanted Weapons (Uncommon)
Vulnerability: 1½ x BODY from Enchanted Weapons (Uncommon)

Movement

	END
Run: 18m (36m NC)	2
Swim: 4m (8m NC)	1
Leap: 4m (8m NC)	1
Swing: 40m (80m NC)	2

Skills

+3 Overall
+2 with all Interaction Skills

Acrobatics 14-
Acting 12-
Breakfall 14-
Bribery 12-
Bureaucratics 12-
Climbing 14-
Computer Programming 8-
Concealment 13-
Conversation 13-
Criminology 13-
Deduction 13-
Disguise 12-
Fast Draw (Bows) 14-
Lockpicking 14-
Paramedics 13-
Persuasion 13-
Power (Archery Tricks) 16-
Rapid Attack (Ranged)
Research 13-
Shadowing 12-
Stealth 14-
Streetwise 13-
Teamwork 15-
Weaponsmith (Trick Arrows) 13-

TF: Small Motorized Ground Vehicles

PS: Journalist 15-
PS: Photographer 13-

KS: Current Affairs 14-
KS: New York Criminal Scene 13-

Language: English (idiomatic; Native)
Language: Spanish (basic conversation)

Traveler

- AK:** Eyratha 12-
- AK:** United States of America 12-
- CK:** New York City 14-
- CuK:** Eyratha 11-

Talents

Attractive: +1 / +1d6 Striking Appearance

Perks

Positive Reputation: superhero daughter of Silver Archer and Finesse (A large group), 14-, +2 / +2d6
Positive Reputation: Determined to clean up streets (With NY underworld) (Medium group), 11-, +2 / +2d6

Computer Link: NewsView Magazine Archive and the American magazine archive network

Fringe Benefit: Member of Eyrathan Royal Family

Fringe Benefit: Press Pass

Fringe Benefit: Passport

Fringe Benefit: Sanctioned Superhero

Perk: SuperSquad America HQ and Vehicles

Martial Arts

Martial Arts: Dirty Infighting

Maneuver	Phase	OCV	DCV	Effects
Disarm	½	-1	+1	Disarm; 35 STR to Disarm roll
Kidney Blow	½	-2	+0	HKA 1d6 +1
Low Blow	½	-1	+1	2d6 NND
Punch	½	+0	+2	7d6 Strike
Roundhouse	½	-2	+1	9d6 Strike
Throw	½	+0	+1	5d6 +v/10, Target Falls

Weapon Element: Bow As HTH Weapon

Power

END

Enchanted Bow: Multipower, all slots OIF (Bow)

f1) **Shoot the Attack Out of the Air:** Deflection, 0 END; Uses arrow when deflecting attacks at range, Only works against attacks that actually use physical objects

f2) **Whack 'em With the Bow:** Hand-To-Hand Attack +4d6, 0 END

Bow Enchantment: +3 with Deflection, OIF (Bow)

Bow Enchantment: +3 vs. Range Modifiers with Arrow Multipower, OIF (Bow)

Quiver Of Arrows: Multipower, 32 Charges; all slots OAF (Arrow), All arrows require bow for range

f1) **Normal Arrow:** Blast 15d6

f2) **Piercing Arrow:** Blast 12d6, Armor Piercing

f3) **Explosive Arrow:** Blast 12d6, Area of Effect (8m Radius, Explosion)

f4) **Trick Shot Arrow:** Blast 8d6, Indirect (Source Point is always the same, path can change with every use)

f5) Arrow of Death: RKA 5d6

f6) **Arrow of Sharpness:** RKA 3d6+1, Penetrating

f7) **Gas Arrow:** Blast 6½d6, Area Of Effect (4m Radius), NND (Defense Is not needing to breath, holding breath, etc)

f8) **Tangle Arrow:** Entangle 6d6, 6 PD / 6 ED, Entangle and Character both take damage

f9) **Smoke Arrow:** Darkness to Sight Group 8m radius, Continuing Charges of 1 Turn

f10) **Thunder and Lightning Arrow:** Sight and Hearing Groups Flash 12d6, Area of Effect (16m Radius, Explosion)

f11) **Magic Dispelling Arrow:** Dispel Any Single Magical Power 16d6, One At A Time

f12) **Slick Arrow:** Change Environment, -5 to DEX Roll and appropriate Agility Skill Rolls, Area of Effect (8m Surface)

f13) **Boomerang Grabber Arrow:** Telekinesis (50 STR); Only works on objects small enough to be grabbed, Affects Whole Object

f14) **Acid Arrow:** RKA 2d6, Penetrating, Uncontrolled, Constant

Padded Costume: Resistant Protection (10 PD / 10 ED); OIF

Swingline Carried In Quiver: Swinging 40m; OAF 2

Strong Runner: Running +6m (18m total) 1

SuperSquad America Communicard

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH Attacks; Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, req.STR vs. STR Roll
Dodge	½	--	+3	Dodge all attacks; Abort
Grab	½	-1	-2	Grab two limbs, can Squeeze, Slam, or Throw
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	((STR/2)+(v/10))d6, take 1/3 damage
Move Through	½	-v/10	-3	(STR +(v/6))d6, take ½ damage
Multiple Attack	1	var	x½	Attack 1 or more targets multiple times
Set	1	+1	+0	Take extra time to aim a Ranged attack
Shove	½	-1	-1	Push target back 1m per 5 STR used
Strike	½	+0	+0	STR damage or by weapon type
Throw	½	+0	+0	Throw object or character, does STR damage
Trip	½	-1	-2	Knock target to ground
Other Attacks	½	+0	+0	

Maneuver	Phase	OCV	DCV	Effect
Club Weapon	½	+0	+0	Killing weapon does Normal damage
Choke	½	-2	-2	NND 1d6, Grab one limb
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN, ½ BODY
Roll With A Punch	½	-2	-2	"Block" after being hit, ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck behind cover
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire through an area, must be Autofire

Range Modifiers

Range	Modifier
Within Reach (1m)	-0
2 - 8m	-0
9 - 16m	-2
17 - 32m	-4
33 - 64m	-6
65 - 125m	-8
126 - 250m	-10
and so forth	