

DEADEYE



SUMMON SLOTS:

1

ALIGNMENT: GREY

CHARACTER

DEFENSE: 6 DODGE: 8 WILLPOWER: 5

SPECIAL:

WARNING SHOT:

VS DOD 15

1 TRACKING ARROW:

VS DOD 12 FA

3 STUN ARROW:

VS DOD 15

5 IS THAT ME? GOT YEH!:

VS 6 15



V0.2.7

DEADEYE:

NO ONE HAS BETTER AIM THAN DEADEYE. THAT'S HOW SHE GOT HER NAME, SHE NEVER MISSES. NOT ONLY CAN SHE SHOOT BUT SHE HAS SOME NASTY TRICKS UP HER SLEEVE. SHE IS ONE WHO YOU WANT ON YOUR SIDE AND NOT IN HER SIGHTS.

QUOTE:

"HA, WATCH THIS!"



## ABILITY DESCRIPTION

## WARNING SHOT:

DEADSHOT TAKES HER TIME AND FIRES AN ARROW AT HER TARGET LETTING THEM KNOW SHE HAS THEM IN HER SIGHTS. IF THE ATTACK SUCCEEDS GAIN A **FATE TOKEN**.

## TRACKING ARROW:

DEADEYE LOADS A SPECIAL TRACKING BALL INTO HER BOW AND SHOOTS IT AT HER TARGET. IF THE ATTACK HITS, THE TRACKING ARROW WILL SHOW THE LOCATION OF THE TARGET TO DEADEYE AND HER TEAMMATES, GIVING THEM A **+1** TO THEIR ATTACKS. IF THE TRACKING ARROW HITS, THE TARGET GAINS NO BENEFIT FROM COVER. TRACKING ARROW LASTS TILL NEXT ACTIVATION OF THE TARGET.

## STUN ARROW:

DEADEYE REACHES INTO HER QUIVER OF TRICKS FOR A SPECIAL LITTLE ARROW, THE STUN ARROW. UPON IMPACT, THE STUN ARROW RELEASES A LOUD BANG AND BRIGHT LIGHT STUNNING THE TARGET. IF SUCCESSFUL, THE TARGET IS STUNNED AND CANNOT ACT THAT ROUND OR COUNT AS A SCORING UNIT.

## IS THAT ME? GOT YEH!:

DEADEYE RAISES HER BOW AND FIRES ARROWS AT **2 POINTS** ON THE BATTLEFIELD. WHEN THESE ARROWS LAND THEY INFLATE INTO **TWO LIFE-SIZE DECOYS** THAT LOOK LIKE DEADEYE. THESE DECOYS CANNOT MOVE OR ATTACK BUT CAN TAKE DAMAGE (**5 DEF, 5 DOD, 5 ARMOR**). THE DECOYS ARE NOT AFFECTED BY POWERS THAT TARGET WILLPOWER. EACH DECOY COUNTS AS A SCORING UNIT FOR THE PURPOSE OF CAPTURING PILLARS OF FATE. THESE DECOYS LAST FOR **TWO ROUNDS** UNLESS DESTROYED. THESE DECOYS CAN BE SHOT INTO MELEE COMBAT AND COUNT TOWARDS OUTNUMBERS BONUS.

## MINIATURE INFO:

LINE: MAGIC GIRL ASSAULT

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

