

X-BOW

Affiliations

SOLO 

BUDDY 

TEAM 



STRESS / TRAUMA

P



M



E



XP



Distinctions

CHECKERED PAST
COCKY ROGUE
PEERLESS MARKSMAN



or



Power Sets

EXCEPTIONAL TRAINING

ENHANCED REFLEXES 

ENHANCED SENSES 

ENHANCED STAMINA 

SFX: *Fortune Favors the Bold.* Spend 1 PP to reroll when using any EXCEPTIONAL TRAINING power.

Limit: *Headstrong.* Step up mental or emotional stress included in an action that targets you and gain 1 PP. Step back stress by -1 step if the action fails.

BOW AND TRICK ARROWS

ENHANCED DURABILITY 

WEAPON 

SFX: *Shoot to Kill.* Add a D6 to your dice pool for an attack action and step back highest die in pool by -1. Step up physical stress inflicted by +1.

SFX: *EMP Arrow.* Target multiple robot or computerized opponents. For every additional target, add D6 to your pool and keep +1 effect die.

SFX: *Adamantium Arrow.* Step up physical stress you inflict by +1 when your target uses a DURABILITY power in their reaction pool.

SFX: *Tear Gas Arrow.* Target multiple opponents. For every additional target, add D6 to your pool and keep +1 effect die.

SFX: *Explosive Arrow.* Step up or double WEAPON for one action. If the action fails, add a die to doom pool equal to the normal rating of your power die.

Limit: *Gear.* Shutdown BOW AND TRICK ARROWS and gain 1 PP. Take an action vs. doom pool to recover.

Specialties

ACROBATIC EXPERT 

COMBAT MASTER 

COVERT EXPERT 

CRIME EXPERT 

MENACE EXPERT 

VEHICLE EXPERT 

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

THE ONE AND ONLY...

1 XP when you talk trash to a super villain and the doom pool is 2D8 or greater.

3XP when your refusal to back down when obviously outclassed or overpowered either causes you to take stress or allows one of your allies to gain XP from one of their Milestones.

10 XP when you publically take full credit for defeating a superior enemy or acknowledge the aid of your allies.

THE NEW MASK

1 XP when you hide your identity or utilize new methods in order to reinforce your new identity.

3 XP when you share your true identity with an ally.

10 XP when you adopt this new mask as your new super hero persona, or take off the new mask in order to take on an older identity.



History

Orphaned young, Clint and his brother Bernard ran away to join the circus. There Clint met the men who would mentor him, the original Swordsman and Trick-Shot. Both men noticed Clint's natural abilities and trained him, but Trick-Shot had the greater influence, beginning Clint's lifelong love of archery. Inspired after watching Iron Man in action, Clint Barton left his brother and the circus, donning a colorful costume to fight crime as Hawkeye. Unfortunately, during Barton's first outing, the authorities mistook him for one of the criminals he was attempting to stop, and the young man ultimately found himself fighting the very hero who had inspired him in the first place: Iron Man.

After some unhappy times on the wrong side of the law, Clint approached the Avengers in an attempt to reform his image, and Iron Man sponsored him for membership. Hawkeye was part of the first serious set of changes in the team's line-up, a situation that saw him, Captain America, and their teammates forced to prove themselves worthy of name "Avengers" repeatedly.

Hawkeye has been on and off the roster of the Avengers over the years, but he has always returned to his allies, even when his choices and moral decisions cost him personally. Barton died as an Avenger, sacrificing himself aboard a Kree warship to save his comrades, a consequence of reality distorted by the Scarlet Witch. More recent manipulation by the Scarlet Witch returned him to the living, confused and uncertain. Although his allies suspect he is back from the dead, Clint has yet to reveal himself to his former teammates.

Personality

Clint Barton is two-parts swashbuckler and one-part showman. Win or lose, he's going to do it his way and with *style*. He may fight the good fight, but he has fun doing it and shows off every chance he gets. Brash, headstrong, recklessly brave, and sometime much too confident in his own abilities for his safety, Barton is never without a retort and wisecracks on a level that rivals Spider-Man at his most annoying. His friends and allies also see leadership qualities in him to which he himself sometimes seems blind.

Abilities & Resources

Regardless of what costumed identity he's using—and he's gone through several during his career—Barton remains one of the finest marksmen on the planet. His peers are few, limited to such villains as Trick-Shot, Bullseye, and Taskmaster. His impressive archery skills are often supplemented by a wide variety of trick arrows provided by Stark and others, but even without them, he's a highly experienced and well-trained martial artist and master of many weapons. This is a man used to fighting alongside Thor and Iron Man—and looking good while doing so—with nothing other than his skill and courage to complement their power and technology.

In addition to a broad background of expertise and an unhealthy level of personal bravery, Clint Barton also possesses many contacts in the intelligence and superhuman communities. Most of the world still believes the man once known as Hawkeye is dead. If he does reassume a heroic identity, he could easily become Hawkeye again (or Goliath, as he has been at least once in the past) or don the recently vacated costume of Ronin.

