**Character Generation Purchase Table**

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Max** |
| Attribute Point | 4 | -- |
| Dodge | 3/level | 3 points |
| Extra Energy | 5/die | 3 dice |
| Extra Hit Points | 5/die | 3 dice |
| Fighting Styles | 3/combat level | 3 levels |
| Open New Power Set | 30 | 1 set |
| Powers | 6, 10, 20 or 30 | -- |
| Powers, Out of Set | 3x normal cost | 2 (and no signature powers) |
| Skills | 1-5 | -- |
| Super Attribute | 30 | 2 super attributes |

**Activation**

* A = Attack action, ½ action, but ends your turn
* N = Free action, but only on your turn
* R = Full action
* X = Reaction, can be used at any time
* RX = You can react and use this power at any time, but it takes your next turn
* M = Requires a ½ action and does not end your turn
* -- = Always on

**Delivery**

* Area = Requires line of sight, ranged attack roll (vs. hex), affects all in AoE
* Aura = No range, no to hit roll, affects all in AoE
* Bolt = Requires line of sight, ranged attack roll
* Direct = Requires line of sight, no attack roll
* Mental = Requires line of sight, mental attack roll
* Touch = Melee attack roll

**Ancient Weapons**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bow | Att | A | Bolt | 5/ | +1 | 1 target | 6u | * 3d8 phys damage | 10 |
| Breast Plate | Arm | N | -- | -- | -- | Self | -- | * 4/4/0 armor | 10 |
| Chariot | Mov | M | -- | -- | -- | Self | -- | * 12” running * Does not add to base running * Can carry one passenger without burden | 10 |
| Favor of the Gods | Def | N | -- | -- | -- | Self | -- | * +2 to all saving throws | 10 |
| Helmet | Arm | N | -- | -- | -- | Self | -- | * 2/2/4 armor | 10 |
| Hero’s Shout\* | Buf | R | -- | -- | -- | Self | 6u | * Boosts STR and AGI by 2d6 for 10 rounds | 10 |
| Horn | Buf | A | Direct | -- | -- | 7” rad | 2r | * Gives all allies +1 to hit * Gives all allies +1 damage * Gives all allies +2 to all saving throws | 10 |
| Net | Att | A | Throw | 4/ | 0 | 1 target | 6u | * 4/4/0 & 4d6 entangle | 10 |
| Shield | Def | N | -- | -- | -- | Self | 1r | * +2 block * 1 free block * May block missile attacks | 10 |
| Summon Hound\* | Sum | R | Direct | 10” | -- | 1 animal | 10u | * Summons a hunting hound or similar companion to fight for the caster * Lasts the duration of the combat * Defeated hound cannot be resummoned for a day | 10 |
| Sword | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d8 phys damage | 10 |

**Archery (Dexterity)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Alarm Arrow | Utl | M | Area | 40” | -- | 3200m radius | 6u | * Arrow sends out a visible flare, a screech or both that can be detected up to 3200 m away * Cancels darkness penalties in a 100m radius for 3 rounds | 6 |
| Armor | Arm | N | -- | -- | -- | Self | -- | * Suit with 6/6/0 armor | 10 |
| Entangling Arrow | Att | A | Bolt | 6/ | +1 | 1 target | 6u | * 4/4/0 & 4d8 entangle | 10 |
| Explosive Arrow | Att | A | Area | 40” | -- | 3” radius | 8u | * 2d8 phys. damage * +1d6 KB (STR, AGI 20) | 10 |
| Flash Arrow | Att | A | Bolt | 6/ | +1 | 1 target | 6u | * Target blind (SPD, PER 18) | 10 |
| Glue Arrow\* | Att | A | Area | 20” | 0 | 4” rad | 6u | * Targets are snared with a strength of 2d4 (AGI 24) until their next recovery * Can be stacked to a maximum snare of 8 * Affects running, jumping and tunneling. Flight and teleport are unaffected | 10 |
| Hunting Arrow | Att | A | Bolt | 6/ | +1 | 1 target | 6u | * 3d8 phys. Damage | 10 |
| Omni Arrow\* | Att+ | -- | -- | -- | -- | -- | +3u | * Adds secondary effect to arrow * Hero can choose up to 2 types of arrows at a time from the following list: * Hero can change arrows by returning to his base. * Armor Piercing – Gives your attack Pierce(2) * Broadhead – +2 damage and Bleed(4) * Crippling – target must save (TOU, WIL 20) or suffer the crippled effect * Fire -- +1 damage and Ignite(4) * Ice – target must save (TOU, WIL 20) or be chilled * Poison -- target must save (TOU, WIL 20) or suffer the sickened effect * Shock – target must save (TOU, WIL 20) or suffer the dazed effect | 20 |
| Smoke Bomb | Att | A | Area | 20” | -- | 4” radius | 10u | * Created opaque cloud of smoke for 6 rounds | 10 |
| Swing Line | Mov | R | -- | -- | -- | Self | 1u | * Acts like flight 12” * Must have something to which to attach (GM’s discretion) * Must end his round on a surface * No half-moves | 10 |
| Trip Line | Att | A | Bolt | 12” | +1 | 1 target | 6u | * Trips target and knocks him down (AGI 20) * Can be used to grab and pull man-sized targets up to 6” a round (STR) * Can be used to grab smaller targets and pull them 12” a round, but if someone holds the object, the attempt requires a to-hit at -2 and an opposed STR check. * +4 STR on all opposed checks. | 10 |

**Canine Powers (Strength)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Call Pack | Sum | R | -- | 0 | -- | 2 dogs | 10u | * Summons 2 dogs to fight with you * Defeated dogs cannot be summoned until the next day | 10 |
| Chase | Mov | M | -- | -- | -- | Self | 1r | * +6” running * +3” jump | 10 |
| Go for the Throat | Atk+ | A | -- | -- | -- | -- | 4u | * +1d10 physical damage * Pierce(4) * Can be used against prone or stunnned | 10 |
| Howl | Atk | A | Area | 0 | -- | 5” rad | 10u | * Enemies are chilled (WIL, CHA 20) | 10 |
| Lunge | Atk | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d6 physical damage * Prone (STR, AGI 20) * May attack after full move | 10 |
| Night Hunter | Utl | -- | -- | -- | -- | Self | -- | * Night vision | 6 |
| Rabid Beast | Buf | M | Touch | 0 | -- | 1 target | 2r | * +2 to hit * +2 damage/die * -2 defense | 10 |
| Tracking Scent | Utl | -- | -- | -- | -- | Self | -- | * Can track by scent (+6 to tracking rolls or 20) * Can identify smells * Can target by scent within 6” | 10 |
| Wolf Tongue | Utl | -- | -- | -- | -- | Self | -- | * Can speak with canines | 6 |

**Chemistry (Intelligence, Toughness, Willpower)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Acid Attack\* | Att | A | Bolt | 3/ | -1 | 1 target | 6u | * 3d8 vs. target’s lowest armor * Dissolve on 3/12 * No KB | 10 |
| Altered State | Att/Arm | A | Touch | -- | 0 | 1 target | 6u | * 0/0/10 armor * +4 mental fort. * +4 WIL rolls * +4 INU rolls * -4 PER rolls * -2 to-hit * If used on self, there is no save, but as an attack all effects are subject to (TOU, WIL 20) * All effects last for the entire combat | 10 |
| Booster | Att/Utl | A | Touch | -- | 0 | 1 target | 6u | * Increase stat by 2d6 for 10 rounds * The stat affected must be chosen when this power is purchased and cannot be changed * Power may be purchased multiple times to affect different stats | 10 |
| Choking Cloud | Att | A | Area | 10” | -- | 2” rad | 8u | * Choking while in cloud every round save (TOU, WIL 18) is failed * Choking continues 1 round after leaving cloud if save is failed * Cloud lasts 6 rounds | 10 |
| Iron Liver | Res | N | -- | -- | -- | Self | -- | * Immune to harmful chemical-based poisons, drugs * 25% resist to chemical-based power effects | 6 |
| Smelling Salts | Hea | A | Touch | -- | -- | 1 target | 10u | * 2d6 heal * Can revive fallen hero if increased to positive hits | 10 |
| Spray Armor | Arm | N | Touch | -- | -- | 1 target | -- | * 8 points or armor * Can be split between physical and energy * 2 use before it must be “refilled” at base * Each time the target takes appropriate damage, the armor value decreases by 1 | 10 |
| Stimulant | Utl | A | Touch | -- | 0 | 1 target | 10u | * +2 initiative * +1 to-hit * +1 defense * +1 movement * 2nd move on 1/12 * Effects last for 6 rounds | 10 |
| Tranquilizer | Att | A | Bolt | 3/ | +1 | 1 target | 6/u | * 2d8 piercing damage (TOU 20) * Does not work through force fields or fully encased armor suits | 10 |
| Truth Serum | Att | A | Touch | -- | 0 | 1 target | 10r | * 3d8 continuous mental control * Command: Tell the Truth (WIL 24) | 10 |
| Venom\* | Att+ | -- | Touch | -- | 0 | 1 target | +3u | * Envenomed (TOU 18) | 10 |

**Darkness (Intuition)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Become Shadow\* | Utl | N | -- | -- | -- | Self | 10s | * Become intangible * Become 2-dimensional * Stealth +4 (or 20) * User becomes a shadow and can thus go where a shadow could be projected | 20 |
| Cloak of Shadows | Def | N | -- | -- | -- | Self | 3r | * +2 defense * +2 mental fortitude * +4 Stealth and Concealment | 10 |
| Darkness | Utl | A | Area | 20” | -- | 5” diameter | 6r | * Field of darkness opaque to anyone without Darkvision | 10 |
| Darkvision | Utl | N | -- | -- | -- | Self | -- | * See in darkness | 6 |
| Fear | Att | A | Mental | 10” | 0 | 1 target | 6u | * Target flees until he saves or leaves the line of sight of the caster (WIL, INU 20) | 10 |
| Form Shadows | Utl | H | Direct | 40” | -- | 20 cubic meters | 6u | * Creates shadowy illusions that last for 10 rounds * Illusions have no form and touching them makes this immediately apparent * PER 20 to realize something is amiss with the illusion | 10 |
| Shade Touch | Att | A | Touch | -- | 0 | 1 target | 6u | * 2d8 mental damage * Cursed (INU 20) | 10 |
| Shadow Armor | Arm | N | -- | -- | -- | Self | -- | * 0/6/6 Armor | 10 |
| Shadow Walk | Mov | M | -- | 20” | -- | Self | 4u | * 20” teleport into shadowy region * User has rudimentary “Detect Shadows” so he knows where he can teleport * User does not have to see the region into which he is teleporting | 10 |
| Summon Shadow\* | Sum | Full | Direct | 0” | -- | 3 Shades | 10u | * Summons three shades to fight for the caster * Lasts the duration of the combat * Defeated shades cannot be resummoned for a day | 10 |

**Density Control (Toughness)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Armor Disruption | Att | A | Bolt | 4/ | 0 | 1 target | 6u/1r | * Dissolve 1d6 physical and energy * Effects last as long as you pay the energy | 10 |
| Buoyant Flight | Mov | M | -- | -- | -- | Self | 1r | * 8” flight * You cannot use the power Increase Density with this power | 10 |
| Desolid | Utl | N | -- | -- | -- | Self | 10s | * You are intangible * You cannot attack or be attacked by any physical or energy attack * You cannot use the power Increase Density with this power | 10 |
| Diamond Fist | Att+ | -- | -- | -- | -- | -- | 3u | * +1 damage/die * Pierce(3) * Knock(3) | 10 |
| Immovable | Utl | N | -- | -- | -- | Self | 1r | * Immune to knockback/down * Immune to throws | 6 |
| Increase Density | Arm | N | -- | -- | -- | Self | 10s | * Increased armor * Knockback resistance * Bonus melee damage * Reduces initiative, dodge and movement | 20 |
| Phasing Attack | Att | A | Touch | -- | 0 | 1 target | 6u | * 2d12 penetrating physical damage * Knock(3) * +1d6 knockback * Attacker takes ½ damage | 10 |

**Duplication**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Absorb | Utl | A | -- | Touch | -- | 1 Duplicate | -- | * The Prime Clone can reabsorb duplicates by touching them and taking a ½ action * Doing so returns the 4e/hp to you and all duplicates still active | 0 |
| Duplication\* | Utl | A | -- | -- | -- | Self | 4s/4h | * Creates a duplicate of your character that has the same stats and powers as you do, except for the powers in this set * All duplicates suffer Chill(1) (but no move penalty) * This increases for each additional duplicate, up to Chill(3) * All duplicates must pay the 4 sustained energy and hit points for every duplicate created * You may buy this power multiple times to create more duplicates * You are still the Prime Clone. Defeating you immediately removes all of your duplicates from the battle | 20 |
| Entourage | Def | X | -- | -- | -- | Self | 1r | * You get a +1 for each of your duplicates that is adjacent to you, or your attacker | 6 |
| Explode Clone | Att | A | Direct | 10” | -- | 2” diameter | 8u | * One of your clones explodes doing 3d8 damage in a 2” diameter (AGI, SPD 20 for 1/2 damage) * Damage can be physical or energy, to be determined at purchase time * This does not count as reabsorbing your clone and all costs and penalties apply * This clone is lost for the remainder of the battle | 6 |
| One Mind | Utl+ | X | -- | -- | -- | All Dupes | 6u | * If you are defeated, you may transfer your mind to any of your duplicates and they become the Prime Clone | 10 |
| Ranged Absorption | Utl+ | A | -- | 10” | -- | 1 Duplicate | 1u | * You may reabsorb your duplicates at range | 6 |
| Swap Clones | Mov | M | -- | -- | 15” | Self/Duplicate | 5u | * You may swap places with one of your duplicates up to 15” away * This counts as a teleport and you can move your full move in a ½ action | 6 |
| Swarm Tactics | Att+ | N | -- | -- | -- | All Dupes | 1r | * If a duplicate is adjacent to an enemy, all other duplicates get a +1 to hit and +1 damage against that enemy * This bonus stacks up to +3 | 6 |

**Earth Control**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Body of Stone\* | Arm/Att+ | N | -- | -- | -- | Self | 16s | * 10/10/0 armor * 25% physical resistance * +1d8 punch damage * +2 energy to punch * -2 move * -2 defense * -2 initiative | 20 |
| Create Tunnel | Mov | M | Touch | -- | -- | Self | 2r | * Create man-sized tunnel * 2” movement * Cuts up to defense 14 | 6 |
| Earthquake | Att | A | Area | 0” | -- | 3” rad | 8u | * 3d6 physical damage * Knockdown (AGI 20) | 10 |
| Earth Swim | Mov | M | -- | -- | -- | Self | 1r | * 10” teleport through earthen materials * Knockdown anyone in path of movement or 1 hex off of path (AGI 20) | 10 |
| Encase\* | Att | A | Bolt | 4/ | 0 | 1 hex | 10u | * 6/6/0 & 6d8 entangle | 10 |
| Hurl Boulder | Att | A | Area | 4/ | 0 | 1 hex | 6u | * 3d6 physical damage * Slows (STR, AGI 20) | 10 |
| Move Earth | Multi | M | Area | 50” | 0 | -- | 1r/5r | * Moves earth as 5 excavators * Deflects up to 60 points of earth-based damage such as flying rocks, falling debris, a collapsing building * This use costs 5r and might require a missile combat check at the GM’s discretion | 6 |
| Quicksand | Att | A | Area | 20” | -- | 15” diameter | 4r | * Creates an area in which characters move at ½ rate (each hex entered costs 2) * -1 dodge * Characters on the ground when the power fires may not fly or jump out of it | 10 |
| Wall of Earth | Utl | M | Area | 20” | -- | 1 hex | 4u | * Creates a wall with 15+ STR (1000 kg) and 80 hit points per hex of thickness | 10 |

**Empathic Manipulation (Charisma, Intuition)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Apathy | Att | A | Mental | 10” | 0 | 1 target | 4u/10s | * In combat -- Apathetic (WIL, INU 20) * Out of combat -- -4 perception and -2 skill rolls (this costs 10s) | 6 |
| Aura Sight | Utl | N | -- | -- | -- | Self | 6s | * Can see the empathic auras of people, giving a general idea of their personality | 6 |
| Direct Anger | Att | A | Mental | 10” | 0 | 1 target | 4r | * Causes target to attack a specific enemy, but this must be someone the target would normally fight (INT, INU 20) | 10 |
| Empathic Healing\* | Buff | A | Direct | 10” | -- | 1 target | 4u | * Give target up to 15 hit points * Heal self for 1d6 hit points if you transferred 3 or more points | 10 |
| Fear | Att | A | Mental | 10” | 0 | 1 target | 6r | * Target flees until he saves or leaves the line of sight of the caster (WIL, INU 20) | 10 |
| Pacify\* | Att | A | Mental | 10” | 0 | 1 target | 6u | * 3d8 mental control * Command: stop hostile actions * Once control is established, it decays 1d6/round * If victim is attacked once he is pacified, the effect is cancelled as is all mental control | 10 |
| Project Emotions | Utl | M | Direct | 10” | -- | 1 target | 6s | * Project feelings onto others for +4 to personal skills * GM’s discretion as to other RP effects * Victims with mental defenses or armor can save (INT, INU 20) | 10 |
| Rage | Att | A | Mental | 10” | 0 | 1 target | 4u/10s | * In combat -- Enraged (WIL, INU 20) * Out of combat – Cause people to argue, inflame people to anger | 6 |
| Read Emotions | Utl | M | Direct | 10” | -- | 1 target | 6s | * Read emotions and get feel for target’s mental state * +2 personal skills | 6 |

**Energy Projection**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Energy Absorption\* | Arm | N | -- | -- | -- | Self | -- | * 0/2/0 armor * Convert damage to energy, 1d4 eng for every 5 points | 10 |
| Energy Blast | Att | A | Bolt | 6/ | -1 | 1 target | 7u | * 3d12 energy damage * Knock(3) | 10 |
| Energy Punch | Att | A | Touch | -- | -1 | 1 target | 5u | * STR + 1d12 physical damage * Knock(3) | 10 |
| Energy Transfer\* | Utl | Full | Touch | -- | -- | 1 target | 4u | * Transfer energy to other character 1/1 * Transfer energy to device at GM’s discretion | 6 |
| Energy Wave | Att | A | Area | 0” | -- | 4” cone | 9u | * 2d12 energy damage * Knock(3) * +1d6 Knockback | 10 |
| Force Shield | Arm | N | -- | -- | -- | Self | 4r | * 4/8/0 armor | 10 |
| Glowing Aura | Utl | N | Area | 0” | -- | 7” rad | 4s | * Illuminate area | 6 |
| Power Leap | Mov | M | -- | -- | -- | -- | 1u | * 12” leap | 10 |
| Repulsion Field | Att | A | Area | 0” | -- | 2” rad | 4u | * 2d6 physical damage * Knock(3) * +1d6 knockback (STR, AGI 24) | 10 |

**Feline Powers (Agility)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Chase | Mov | M | -- | -- | -- | Self | 1r | * +6” running * +3” jump | 10 |
| Claws | Att | A | Touch | 0 | 0 | 1 target | 3u | * STR + 1d8 physical damage * +4 climb attempt * +4 STR for holds | 10 |
| Curiosity’s Aftermath | Hea | X | -- | -- | -- | Self | 15u | * 2d6 heal when downed * If you can heal in one attempt, you are back in the fight * If you fail to heal in a single attempt, you are defeated | 10 |
| Feline Reflexes | Def | -- | -- | -- | -- | Self | 2r | * +2 initiative * +2 dodge * Haste(1) | 10 |
| Land on Your Feet | Def | X | -- | -- | -- | Self | 3u | * ½ falling damage * ½ knockback damage * Instantly recover from prone * 1d6 KB resist | 10 |
| Night Hunter | Utl | -- | -- | -- | -- | Self | -- | * Night vision | 6 |
| Nine Lives | Utl | -- | -- | -- | -- | Self | 6u | * Luck(3) | 10 |
| Pounce | Mov | -- | -- | -- | -- | Self | 1u | * +6” jump * Can attack after a full leap | 10 |

**Flame Manipulation**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Blind\* | Att | A | Bolt | 5/ | 0 | 1 target | 6u | * Blind (SPD, PER 18) | 10 |
| Cutting Torch | Att | A | Touch | -- | 0 | 1 target | 6u | * 3d10 energy damage * Cut through materials up to 30 defense | 10 |
| Fire Aura | Aur | R | Area | 0” | -- | 2” rad | 4r | * 2d8 energy damage * 1d6 ignite (3) | 10 |
| Fire Blast | Att | A | Bolt | 5/ | 0 | 1 target | 6u | * 3d10 energy damage * 1d6 ignite (3) | 10 |
| Fire Burst | Att | A | Area | 5/ | 0 | 2” rad | 8u | * 2d10 energy damage * 1d6 ignite (3) | 10 |
| Fire Flight | Mov | M | -- | -- | -- | Self | 1r | * 12” flight | 10 |
| Fire Immunity | Res | N | -- | -- | -- | Self | -- | * 25% immunity to fire attacks * 100% immunity to mundane fire | 6 |
| Fire Trap | Att | A | Touch | -- | -- | 1” | 3s | * Leaves an explosive trap behind that is activated when someone enters the target hex * The trap does 3d10 damage on victims that don’t save vs. AGI (DL 20) | 10 |
| Flamethrower | Att | A | Area | 0” | -- | 3” cone | 8u | * 2d10 energy damage * 1d6 ignite (3) | 10 |
| Shimmering Air | Def | N | -- | -- | -- | Self | 2r | * +2 defense | 10 |
| Stoke\* | Utl | N | -- | -- | -- | Self | 2r | * 2d8 energy recovery when in flames | 10 |

**Flight (Speed)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Afterburners | Mov+ | N | -- | -- | -- | Self | 5r | * +10” flight | 10 |
| Cruising Speed | Mov+ | N | -- | -- | -- | Self | -- | * Increases non-combat multiplier by x2 | 10 |
| Flight\* | Mov | M | -- | -- | -- | Self | 1r | * 20” flight | 10 |
| Nimble Flyer\* | Def | N | -- | -- | -- | Self | 1r | * +2 flight skill rolls * +2 dodge when in the air * +2 melee attacks while in the air | 10 |
| Power Slam\* | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d6 physical damage * +4d6 knockdown (flight 20) * If in air, may use flight skill as combat skill | 10 |
| Ram Attack | Att | R | Touch | -- | -4 | 1 target | 4u | * May make full move * STR + 2d8 physical damage * +1d6 knockback (STR, AGI 20) * Attacker takes ½ damage * If in air, may use flight skill as combat skill | 10 |
| Sonic Boom | Att | R | Area | -- | -- | 6” cone behind character | 8u | * May make full move * 2d8 physical damage * 1d6 knockback (STR, AGI 20) | 10 |
| Stable Flyer | Def | N | -- | -- | -- | Self | 1r | * +2d6 Knockback Resist while in the air | 6 |
| Swoop Attack | Att | R | Touch | -- | -2 | 1 target | 4u | * May make full move * STR + 1d6 damage * If in air, may use flight skill as combat skill | 10 |

**Force Fields**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Camouflage Field | Utl | N | -- | -- | -- | Self | 2r | * +6 stealth or stealth 20 | 6 |
| Containment Field | Utl | N | Area | 40” | -- | 56” | 6s/7” | * Protects from harmful environmental effects such as gas, radiation, fire, vacuum, etc. | 10 |
| Force Blast | Att | A | Bolt | 4/ | 0 | 1 target | 5u | * 3d6 physical damage * +1d6 knockback (STR, AGI 24) | 10 |
| Modulated Detention Field | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 12 armor (split) & 4d8 entangle | 10 |
| Modulated Force Shield | Arm | N | -- | 20” | -- | Self | 1r/5r | * 12 armor (split) * Can be used on others at a cost of 5r | 10 |
| Modulated Force Wall | Utl | A | Area | 20” | -- | 6” | 12s+ | * Creates a 6 hex wall with 12 armor (split) * User can pay extra energy to soak excess damage at a cost of 1 energy/3 damage | 10 |
| Repulsion Field | Att | A | Area | 0” | -- | 2” rad | 4u | * 2d6 physical damage * Knock(3) * +1d6 knockback (STR, AGI 24) | 10 |
| Repulsor Lift | Mov | M | -- | -- | -- | Self + 2 | 1r/passenger | * 10” flight * May carry up to 2 others | 10 |
| Shield Splitter | Att+ | -- | -- | -- | 0 | 1 target | 4u | * Gives your attack Pierce(4) against force or energy shields * Pierce(2) vs. normal armor | 10 |

**Ghost Powers (Willpower, Intuition)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Chilling Presence | Aur | R | Area | -- | -- | 1” radius | 4r | * Anyone in radius must save (INU, WIL 18) or be chilled | 10 |
| Ectoplasmic Armor | Arm | N | -- | -- | -- | Self | -- | * 0/4/8 armor | 10 |
| Ghost Form\* | Utl | R | -- | -- | -- | Self | 10s | * Character is ghostly and can pass through objects * Character cannot attack or be attacked * Character can float 10” flight | 10 |
| Ghost Touch | Att | A | Touch | -- | 0 | 1 target | 6u | * 2d8 mental damage * Chilled (INU 18) | 10 |
| Invisibility | Utl | N | -- | -- | -- | Self | 4r | * Invisible * +2 defense vs. melee * +8 defense vs. missile * Can be spotted by indirect means (PER 24) | 20 |
| Mask of Fear | Att | A | Mental | 10” | 0 | 1 target | 6r | * Target flees until he saves or leaves the line of sight of the caster (WIL, INU 20) | 10 |
| Otherworldly Knowledge | Utl | N | -- | -- | -- | Self | -- | * Can make INU 20 roll to see into future | 10 |
| Poltergeist\* | Omn | A | Bolt | 8/ | 0 | 1 object | 3r or 3u | * WIL can be used as strength at range (including Super Will = Super Strength) * Can be used to grab enemy or object * Can be used to punch enemy or object | 20 |

**Ice Creation**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Block of Ice | Att | A | Bolt | 4/ | +1 | 1 target | 6u | * 6/0/0 & 4d8 entangle * Chilled (TOU, WIL 20) | 10 |
| Chill Touch | Att | A | Touch | -- | 0 | 1 target | 4u | * 3d8 energy damage * Chilled (TOU, WIL 20) | 10 |
| Cold Immunity | Res | N | -- | -- | -- | Self | -- | * 25% immunity to cold attacks * 100% immunity to mundane cold | 6 |
| Ice Armor | Arm | M | -- | -- | -- | Self | 10u | * 10/6/0 armor * Armor ablates 1/1/0 each time it is hit * Protects normally from heat/fire but then melts completely | 10 |
| Ice Blast | Att | A | Bolt | 4/ | +1 | 1 target | 5u | * 3d8 energy damage * Chilled 1d3 rounds (TOU, WIL 20) | 10 |
| Ice Patch | Utl | A | Area | 10” | -- | 3” diameter | 2r | * Prone (AGI 20) * If moving and fails save, slides across ice in straight line (but still has to save to stand) | 10 |
| Ice Skating | Mov | M | -- | -- | -- | Self | 1r | * +6” running * Can move on any surface that can be frozen * Immune to difficult terrain, mud, quicksand | 10 |
| Ice Wall | Utl | Half | Direct | 20” | -- | 2 hex wall | 6u | * Creates 2 hex ice wall with 6/0/0 and 50 hit points * Wall has 17 STR and can hold 280kg | 10 |
| Snow Storm | Utl | A | Area | 20” | -- | 3” rad | 4r | * Creates a zone into which people can see only 1” | 10 |

**Illusion (Charisma, Perception)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Flash | Att | A | Direct | 10” | -- | 1 target | 6u | * Blind (SPD, PER 18) | 10 |
| Illusion | Utl | N | Area | 20” | -- | 30 cubic meters | 1-3r | * Create a visual, audible and olfactory illusion * Illusion is intangible and touching will dispel it | 10 |
| Immersive Illusion | Att | A | Mental | 24” | 0 | 1 target | 6u | * 3d8 mental control * Immersive illusion * Target gets mental recovery when major change is made to the scene | 10 |
| Invisibility | Utl | N | -- | -- | -- | Self | 4r | * Invisible * +2 defense vs. melee * +8 defense vs. missile * Can be spotted by indirect means (PER 24) | 20 |
| Light | Utl | N | Area | 100” | -- | 20” | 3s | * Illuminate the chosen hexes | 6 |
| Mirror Image | Def | N | -- | -- | -- | Self | 2r + 1r/decoy | * Create 1d3+1 decoys * Decoys are indistinguishable from the character but keep close to him (2” max distance) * Decoys take a single hit then disappear | 10 |
| Quick Change | Utl | -- | -- | -- | -- | Self | 12s | * Change appearance to any race, gender, clothing * Illusion has visual, auditory and tactile elements * Devices look and feel convincing, but do not function | 10 |
| Stink Bomb | Att | A | Area | 10” | -- | 3’ diameter | 8u | * Sickened (TOU, WIL 20) | 10 |
| Targeting Flare | Att | A | Bolt | 8/ | 0 | 1 target | 2u/1r | * -1 dodge * -10 conceal, stealth * Negates invisibility | 10 |

**Immortal Blood (Strength, Agility, Dexterity, Speed, Toughness, Intelligence, Willpower, Intuition, Charisma, Perception)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Command\* | Att | A | Direct | 0” | -- | 3” rad | 10u | * Save (CHA, WIL 16) or follow a simple command such as “Flee, mortals” or “Kneel” or “Protect me” * Works automatically on non-combatants and they are affected for the whole scene, combatants get a saves each round as normal | 10 |
| Courage of the Faithful | Buf | N | Area | -- | -- | 6” rad | 6s | * Followers and allies get a +2 to all saves and attribute rolls | 10 |
| Divine Aura\* | Buf | N | -- | -- | -- | Self | 6s | * +2 CHA-based skills * Enemies who try to attack the character become smitten (CHA, WIL 20) | 10 |
| Lay on Hands | Hea | A | Touch | -- | -- | 1 target | 6u | * 2d6 heal | 10 |
| Master of Nature | Utl | N | -- | -- | -- | 100” rad | -- | * May produce a single environmental effect appropriate to your divine heritage * Might have a minor game effect (+/- 1 to some type of roll) * May purchase multiple times to have different effects | 10 |
| Smite | Att | A | Touch | -- | 0 | 1 target | 3u | * STR + 1d8 phys. Damage | 10 |
| Undying | Hea | R | -- | -- | -- | Self | 20u | * 4d6 Self Heal * Only if defeated | 10 |
| Wings | Mov | M | -- | -- | -- | Self | 1r | * 12” flight * +1 defense | 10 |

**Insect Affinity**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Buzzing | Att | A | Area | 20” | -- | 3” rad | 4r | * Anyone in the cloud takes -2 to hit & skill checks * 1d4 damage each round mitigated only by inherent armors or force fields * Cloud can move 6” each round under the hero’s direction | 10 |
| Creeping Doom | Att | A | Area | 20” | -- | 7” rad | 4r | * Flee in fear (WIL 18) * Cannot enter region (WIL 18) * 1 damage each round mitigated only by inherent armor or force field * Can move 2” each round under direction of hero | 10 |
| Enlarge Insect | Sum | A | Direct | 1” | -- | 1 insect | 10s | * Summons giant insect | 10 |
| Fly on the Wall | Utl | N | Direct | 100” | -- | 1 insect | 6s | * Can see and hear through nearby insects | 10 |
| Insect Affinity | Utl | N | -- | -- | -- | 1 insect | -- | * Character known what insects in the area know * +2 to navigate, survival (or 12 skill) * Gather pieces on information at GM’s discretion * Locate objects with Navigate (DL 16) check | 10 |
| Locust Plague | Att | A | Area | 20” | -- | 3” rad | 10u | * 2d6 damage mitigated only by inherent armor or force field * Disoriented (TOU, WIL 18) | 10 |
| Queen Bee | Att | A | Mental | 20” | 0 | 1 insectoid | 6u | * 3d8 mental control * Mind control only on insects, or characters with insect powers or forms | 10 |

**Insect Form (Strength, Speed)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| 360 Vision | Utl | -- | -- | -- | -- | Self | -- | * 360 degree vision * Cannot be flanked | 6 |
| Burrow | Mov | M | -- | -- | -- | Self | 2r | * 4” tunneling movement through defense 6 materials (wood) | 10 |
| Carapace | Arm | -- | -- | -- | -- | Self | -- | * 10/4/0 armor * -1 movement | 10 |
| Clinging | Utl | -- | -- | -- | -- | Self | -- | * Can cling to walls, ceilings, etc. * +10 STR with grabs and holds | 10 |
| Fly’s Reflexes | Def | -- | -- | -- | -- | Self | -- | * +2 dodge | 10 |
| Sting | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d8 damage | 10 |
| Stink Bug | Att | A | Area | 0” | -- | 3” cone | 8u | * Sickened 1d3 rounds (TOU, WIL 20) | 10 |
| Venom | Att+ | -- | -- | -- | -- | -- | 3u | * Envenomed (TOU 18) | 10 |
| Web | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 0/0/0 & 6d8 entangle | 10 |
| Wings | Mov | -- | -- | -- | -- | Self | 2r | * 12” flight | 10 |

**Jetpack Flight (Agility)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Afterburners | Mov+ | N | -- | -- | -- | Self | 5r | * +10” flight | 10 |
| Back Blast | Def | X | Touch | Touch | +2 | 1 target | 3u | * You may take an immediate attack against anyone who approaches you from behind * This attack does 3d8 energy damage | 10 |
| Cruising Speed | Mov+ | N | -- | -- | -- | Self | -- | * Increases non-combat multiplier by x2 | 10 |
| Flight\* | Mov | M | -- | -- | -- | Self | 1r | * 20” flight | 10 |
| Flight Helmet | Arm | -- | -- | -- | -- | Self | -- | * 2/0/2 armor * +2 perception checks/saves | 10 |
| Oil Fire | Utl | M | Area | 0” | -- | 5” diameter | 6u | * Creates an opaque smoke screen for 4 rounds * Any attacks that go through the cloud do so as though the attacker were blinded | 10 |
| Pilot’s Jacket | Arm | -- | -- | -- | -- | Self | -- | * 4/2/0 armor | 10 |
| Rocket Punch | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 3d8 physical damage | 10 |
| Rocket Slam\* | Att | A | Bolt | 3/ | -2 | 1 target | 6u | * 4d8 physical damage * +2d6 knockback (STR, AGI 24) * Must be on ground * Cannot use Jetpack powers for the remainder of this round, and the next round | 10 |

**Kinetics (Speed)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Adhesion | Utl | -- | -- | -- | -- | Self | 1r | * Can cling to walls, ceilings, etc. * +10 STR to grabs and holds | 10 |
| Friction Frenzy\* | Att | A | Touch | -- | 0 | 1 target | 6u | * Target loses 1d6 energy * Target is winded (SPD 24) | 10 |
| Inertial Reduction | Att/Att+ | A | Bolt | 20” | 0 | 1 target | 4r or 2u | * As an attack, this power increases the knockback suffered by the target by 1d6 * As an adder, this power increases the knockback done by an attack power by 1d6 * Target can save to avoid the additional knockback (STR, AGI 24) | 10 |
| Kinetic Blast | Att | A | Bolt | 5/ | 0 | 1 target | 5u | * 3d6 physical damage * Knock(3) * +1d6 knockback (STR, AGI 24) | 10 |
| Kinetic Shield | Arm | N | -- | -- | -- | Self | 3r | * 8/0/0 armor * 1d6 knockback resist | 10 |
| Rebound | Att+ | -- | -- | -- | 0 | 1 target | 2u | * Can make melee attack after full move * +2d6 knockback (STR, AGI 24) * Take additional half move after attack in a random direction * Attacker takes knockback damage if he runs into object with random move | 10 |
| Skating | Mov | M | -- | -- | -- | Self | 1r | * +6” running movement | 10 |
| Slow | Att | A | Bolt | 5/ | 0 | 1 target | 5u | * Target is slowed (SPD 20) | 10 |
| Velocity | Mov+ | -- | -- | -- | -- | Self | 2r | * Movement rate x1.5 normal * +1 dodge | 10 |

**Leadership (Charisma)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Advise | Buf | M | Direct | 24” | -- | 1 ally | 6u | * The targeted ally gets a +2 to his next action | 10 |
| Analyze Foe | Att | A | Direct | 24” | -- | 1 target | -- | * Gain bonuses for observing a foe (INU 24) * Allies gain bonuses if they are within 6” of the hero and the hero can communicate with them * Up to 6 bonuses can be stacked on each foe * A hero with the Lab power can store this information to make the bonuses permanent * Hero might lose these bonuses when the enemy gets new powers or changes his tactics | 10 |
| Back to the Front\* | Hea | R | Touch | 0” | -- | 1 ally | 10u | * Leader revives a fallen teammate on 6/12 * Teammate awakens with 2d6 hits and 2d6 energy | 10 |
| Checkmate\* | Buf | R | Direct | 24” | -- | 1 ally | 6u | * Leader gives his move to a teammate, giving him a second action * Can only be used once per combat | 10 |
| Command\* | Att | A | Direct | 10” | -- | 1 target | 6u | * Save (CHA, WIL 16) or follow a simple command such as “Flee, mortals” or “Kneel” or “Protect me” * Works automatically on non-combatants and they are affected for the whole scene, combatants get a saves each round as normal | 10 |
| Grant Initiative | Utl | X | Direct | 24” | -- | 1 ally | 6u | * The leader swaps initiative with any of his allies * This power can be invoked at any time during a round, but never in such a way to give someone two actions | 10 |
| Phalanx | Buf | N | -- | 0” | -- | 2” rad | 2r | * Any allies adjacent to the leader get a +2 to their defenses * The leader gets a +2 to his defenses if any allies are next to him | 10 |
| Rally | Hea | A | Area | 0” | -- | 5” rad | 10u | * 2d6 Heal or 2d6 Energy to all allies in the area * The Leader is not affected by this heal | 10 |
| Reposition | Utl | M | Direct | 24” | -- | 1 ally | 6u | * The targeted ally can reposition himself up to 2” * These 2” do not count as a move and do not invoke disengage attacks | 10 |

**Leech**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Drain Energy | Att | A | Touch | -- | +1 | 1 target | 6u | * Drains 2d6 energy from the target * Caster gets that energy | 10 |
| Drain Health | Att | A | Touch | -- | +1 | 1 target | 6u | * Drains 2d6 health from the target * Caster gains like amount | 10 |
| Drain Statistic | Att | A | Touch | -- | +1 | 1 target | 6u | * Drains 1d6 of a statistic (chosen when power is purchased) from target * If 10 or more points are taken in a single drain attack, a level of super attribute is gained instead * Caster gains a like amount * 1d6 of the statistic is recovered when the target gets a free recovery (or until the scene ends) | 10 |
| Fatigue | Att | A | Touch | -- | +1 | 1 target | 4u | * Target must save any time he is eligible for a recovery and failure means he cannot recover (TOU, WIL 20) * Power ends once the victim saves | 10 |
| Memory Thief | Att | A | Touch | -- | +1 | 1 target | 6u | * 3d8 mental control * Steal memories from victim * Retain memories for 1 week for each round of control * Victim loses his memories at the leech’s discretion (INU, CHA 18) | 10 |
| Mimic | Att | A | Touch | -- | +1 | 1 target | 6u | * 3d8 mental control * Leech can change into target, stealing his powers and appearance for 1 day/round of mental control * Takes ½ round to change into mimicked person * Leech must choose between his powers and the target’s * Victim is chilled as long as the leech has his powers | 10 |
| Steal Power | Att | A | Touch | -- | +1 | 1 target | 6u | * One of the victim’s powers are stolen (INU, CHA 20) * Leech has to have seen the power or know of its existence | 10 |

**Lightning Control (Speed)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Become Bolt | Mov | M | -- | -- | -- | Self | 4u | * 12” teleport * Can do full move in half action | 10 |
| Chain Lightning\* | Att | A | Direct | 20” | -- | 1+ targets | 9u | * Initial target must save AGI, SPD 20 or take 3d8 damage * Lightning can then chain to other targets * Chaining to adjacent target is 11/12 chance, then each hex traversed by the bolt reduces this chance by 1/12 * Bolt stops chaining once this roll fails * Metal armor provides no defense * Chain targets can save and “dodge” the bolt without ending the chain * This attack can hit a maximum of 5 targets | 10 |
| Conduction | Mov | M | -- | -- | -- | Self | 1r | * 20” flight * Only along conductors | 10 |
| Drain Energy\* | Utl | R | -- | 2” | -- | Self | -- | * 2d6 energy heal if able to draw from batteries or a power grid | 10 |
| Electric Shield | Arm | N | -- | -- | -- | Self | 2r | * 0/8/0 armor * Provides 8 physical armor vs. metal attacks | 10 |
| Electrify | Att | A | Touch | -- | -- | 1 target metal item | 3s | * Leaves an explosive trap behind that is activated when someone touches the target item * The trap does 3d10 damage on victims that don’t save vs. AGI, SPD (DL 20) * Alternately, this trap can be set to Daze opponents who fail their save | 10 |
| EMP | Att | A | Area | -- | -- | 7” diameter | 9u | * Disables devices * 3d12 penetrating damage to robots and characters with non-shielded electronics | 10 |
| Lightning Field | Aur | R | Area | -- | -- | 7 hexes | 4r | * 2d8 damage field * Metal armor provides no defense * Dazed (AGI, SPD 20) | 10 |
| Lightning Strike | Att | A | Bolt | 5/ | -1 | 1 target | 6u | * 3d10 energy damage * Metal armor provides no defense * Dazed (AGI, SPD 20) | 10 |

**Liquid Form**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Drowning Attack | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 2d8 penetrating damage * Target is immune if he does not need to breathe, or if his ability to breathe is somehow self-contained * No KB | 10 |
| Envelop\* | Att | A | Touch | -- | 0 | 1 target | 4r | * Entangle with armor and hit points of the character * Character cannot move, but can fight non-entangled enemies normally * Entrapped character hits enveloper without requiring a hit roll * If you are knocked back or stunned, you release your opponent * KB resist 1d6 | 10 |
| Flowing Defense | Def | N | -- | -- | -- | Self | 2r | * +2 dodge | 10 |
| Flowing Form | Utl | N | -- | -- | -- | Self | 10s | * Flow through any barrier that is not watertight | 10 |
| Liquid Body\* | Arm | N | -- | -- | -- | Self | 4s | * 8/0/0 armor * 25% physical damage resistance * 1d6 KB resistance | 20 |
| Liquid Limbs | Omn | N | -- | 6” | -- | Self | -- | * 6” stretching * Limbs can mold into tools or useful shapes | 10 |
| Mercurial Hammer | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d10 melee attack | 10 |
| Puddle | Mov | A | -- | 10” | -- | Self | 2u | * +6” running | 10 |
| Reform | Hea | A | -- | -- | -- | Self | 10u | * 2d6 self-heal | 10 |

**Mind Control (Intuition, Willpower, Charisma)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Mental Attack | Att | A | Mental | 24” | 0 | 1 target | 4u | * 3d10 mental damage | 10 |
| Mind Block | Arm | N | Direct | 24” | -- | Self or 1 target | 1r or 5r | * 0/0/10 armor * +2 mental defenses * Can be used on others at a cost of 5r | 10 |
| Mind Control\* | Att | A | Mental | 24” | 0 | 1 target | 6u | * 3d10 mental control * Once control is established, it decays 1d6/round * Mind control | 10 |
| Mind Link\* | Att | A | Mental | 24” | -2 | 1 target | 6u | * Establishes mental link with victim * All mental attacks against your victim now get Piercing(6) until the link is broken * All mental powers have 5x range against the victim until the link is broken * The link can be broken by the victim succeeding in a mental attack against you, but your defenses are +2 against this attack because of the link * Once the target breaks the link, he gets a mental recovery | 10 |
| Project Thoughts | Utl | N | Direct | 250” | -- | 1 target | -- | * Mental communication link | 6 |
| Psychic Scream | Att | A | Area | 0” | -- | 4” cone | 10u | * 2d8 mental damage * Stun (WIL, INU 18) | 10 |
| Vertigo\* | Att | A | Mental | 24” | 0 | 1 target | 6u | * 2d8 mental damage * Stun (WIL, INU 18) | 10 |

**Mirror Mastery (Perception)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bounce Attack | Att+ | -- | -- | -- | -- | -- | 1u | * You can bounce your ranged attacks, attacking around corners or behind you * You must be able to trace a path to your target, but can bounce the attack off floors, ceilings and obstacles * Range is counted normally, and each bounce adds -1 accuracy | 10 |
| Energy Reflection | Def | N | -- | 4/ | -2 | Self | 2r | * Any ranged energy attack that hits you has a 4/12 chance to be reflected back against the attacker instead of damaging you * To hit your attacker with the reflected energy, use your ranged style | 10 |
| Flash | Att | A | Direct | 10” | -- | 1 target | 6u | * Blind (SPD, PER 18) | 10 |
| Mirror Escape | Utl | M | Touch | -- | -- | Self | 4s | * If you can touch a mirror, or a sufficiently reflective surface (GM’s call), you can enter it * You can escape through another mirrored surface up to 20” away | 10 |
| Mirror Image | Def | N | -- | -- | -- | Self | 2r + 1r/decoy | * Create 1d3+1 decoys * Decoys are indistinguishable from the character but keep close to him (2” max distance) * Decoys take a single hit then disappear | 10 |
| Mirrored Shell | Arm | -- | -- | -- | -- | Self | -- | * 0/10/0 Armor | 10 |
| Mirror Sight | Utl | -- | -- | -- | -- | Self | -- | * You can see around corners * You cannot be flanked | 10 |
| Mirror Trap | Att | A | Direct | 20” | -- | 1 target | 6u | * 0/10/0 & 4d8 Entangle (SPD, INU 20) * Entangled enemies are Stunned (INT, INU 20) | 10 |
| Shards | Att | A | Area | 0” | -- | 3” rad | 10u | * 3d6 physical damage * Bleed(3) | 10 |

**Ninja Powers (Agility, Dexterity)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Breath Control\* | Utl | N | -- | -- | -- | Self | -- | * Can only be used once a combat * You use no energy that round for any of his powers or effects * You cannot be damaged or drained this round * You drop all negative status effects * You heal 2d6 hit points and 2d6 energy | 10 |
| Flash Powder | Att | A | Throw | 4/ | 0 | 1 target | 6u | * Blinds target (SPD, PER 18) | 10 |
| Ninja Speed\* | Omn | N | -- | -- | -- | Self | 6u | * Can only be used once per combat * You can instantly take another round of actions | 20 |
| Ninja Sword | Att | A | Touch | -- | 0 | 1 target | 6u | * STR + 1d8 phys damage * Bleed(4) | 10 |
| Smoke Bomb | Utl | A | Area | 20” | -- | 5” diameter | 6u | * Opaque smoke lasting 4 rounds * May take an instant half move when this power is activated * You do not provoke disengage attacks during this half move * Though the smoke can be used as often as needed, the movement portion of the power is only usable once per combat | 10 |
| Throwing Star | Att | A | Throw | 4/ | +1 | 1 target | 6u | * 3d6 phys damage * Bleed(4) | 10 |
| Way of the Knife | Att+ | N | -- | -- | -- | Self | 4s | * +2 damage when flanking your target * Stacks with other adders | 10 |
| Way of the Mongoose | Utl | N | -- | -- | -- | Self | 4r | * +3 initiative * Haste(2) | 10 |
| Way of the Oak | Arm | N | -- | -- | -- | Self | 4s | * 4/4/0 Armor | 10 |
| Way of the Shadow | Utl | N | -- | -- | -- | Self | 4s | * +4 to Acrobatics, Climb, Stealth and PER checks | 10 |
| Way of the Water | Def | N | -- | -- | -- | Self | 4s | * +2 defense | 10 |
| Way of the Wind | Mov | N | -- | -- | -- | Self | 4s | * +6” running * +4” leaping | 10 |

**Occular Powers (Perception)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| 360 Degree Vision | Utl | N | -- | -- | -- | Self | -- | * Can see all around * Cannot be flanked | 10 |
| Conical Blast | Att | A | Area | -- | -- | 4” cone | 8u | * 2d10 energy damage | 10 |
| Enhanced Vision | Utl | N | -- | -- | -- | -- | -- | * Can pick 2 from the list * Infrared Vision * Microwave Vision * Radar Vision * Ultraviolet Vision * Xray Vision * ??? Any others to think of? | 6 |
| Eye Beams | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * 3d10 energy damage | 10 |
| Eye Protection | Def | N | -- | -- | -- | Self | -- | * Immune to blindness, gaze attacks | 10 |
| Hypnotic Gaze | Att | A | Direct | 1” | -- | 1 target | 6u | * Stun (WIL, PER 18) | 10 |
| Remote Viewing | Utl | N | -- | 100” | -- | Self | 1r | * Can see as through your eyes were up to 100” away from you | 10 |
| Repulsor Beam | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * 3d8 energy damage * Knock(4) | 10 |
| Repulsor Block | Def | X | -- | -- | -- | 1 target | 6u | * Can use your missile attack power to block incoming melee attacks | 10 |
| Withering Gaze | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * Drains 1d6 from a stat chosen when this power is purchased | 10 |

**Plant Control (Dexterity, Charisma)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bark Skin | Arm | -- | -- | -- | -- | Self | -- | * 6/2/0 Armor | 10 |
| Brambles | Att | A | Area | 10” | -- | 9” diameter | 4r | * Creates an area in which characters move at ½ rate (each hex entered costs 2) * -1 dodge * Characters on the ground when the power fires may not fly or jump out of it | 10 |
| Camoflage | Utl | N | -- | -- | -- | Self | 1r | * Stealth +4 or 20 * When in setting with sufficient plant life | 6 |
| Entangling Vines | Att | A | Direct | 10” | -- | 1 target | 6u | * 6d8 Entangle (STR, AGI 20) | 10 |
| Pheremones | Def | N | Direct | 0” | -- | 9” diameter | 3r | * Anyone entering the area of this power must save or be smitten (WIL, CHA 20) | 10 |
| Spore Cloud | Att | A | Area | 10” | -- | 9” diameter | 4r | * Create an area of spores * Anyone entering the region must save or be Choking (TOU 20) * Choking effect lasts 1 round after leaving the cloud | 10 |
| Thorns | Att+ | A | Touch | -- | 0 | 1 target | 3u | * +1d8 damage | 10 |
| Venom | Att+ | A | Touch | -- | 0 | 1 target | 3u | * Envemoned (TOU 18) | 10 |
| Vine Slash | Att | A | Touch | 6” | 0 | 1 target | 5u | * (STR or DEX) + 1d8 melee attack * Stretches up to 6” * Bleed(3) | 10 |
| Wall of Wood | Utl | M | Direct | 20” | -- | 4 hex wall | 6u | * 3 hex wall of plants with 60 hit points * Wall has 10+ STR (500 kg) | 10 |

**Probability Manipulation (Intuition)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Chink in the Armor | Att+ | X | -- | 20” | -- | Self or Ally | 3u | * Gives any attack Pierce(3) * Can benefit allies | 10 |
| Entropic Defense | Def | N | -- | -- | -- | Self | 2r | * Any attack that hits has a 3/12 chance of missing | 10 |
| Fortune Siphon\* | Aur | R | Area | 0” | -- | 3” rad | 4r | * Enemies in area of effect are cursed (INU 20) * For each cursed enemy, you get a +1 to all rolls | 10 |
| Improbable Save | Utl | X | -- | -- | -- | Self | 6u | * First death blow of a combat against you automatically misses * Subsequent death blows have 3/12 chance of missing | 10 |
| Happy Go Lucky | Utl | -- | -- | -- | -- | Self | -- | * +3 gambling and carouse * +3 CHA and INU saves | 6 |
| Luck\* | Utl | X | -- | -- | -- | Self | 0u/6u | * You get three re-rolls each game session as though you had purchased Luck(3) * You can use the luck for your allies as a reaction, but this costs 6 energy | 10 |
| Lucky Shot | Att+ | X | -- | 20” | -- | Self or Ally | 4u | * Once per combat, your attack cannot miss * Can be used on an ally | 10 |
| Unfortunate Accident | Att | A | Bolt | 10” | 0 | 1 target | 6u | * Target takes 3d6 physical or energy damage (even to hit roll = physical, odd = energy) * Target is cursed (INU 20) | 10 |

**Psychic Powers (Intelligence, Intuition)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Astral Projection | Utl | R | -- | -- | -- | Self | 15s | * Desolid * Invisible to all but Aura Sight * Body is left behind | 10 |
| Aura Sight | Utl | N | -- | -- | -- | Self | 6s | * Can see the empathic auras of people, giving a general idea of their personality | 6 |
| Danger Sense | Utl | -- | -- | -- | -- | Self | -- | * Cannot be surprised * Cannot be flanked * Can substitute INU for PER in perception checks | 10 |
| Precognition | Utl | -- | -- | -- | -- | -- | -- | * Once per game session may ask the GM one question pertaining to future events | 10 |
| Psychic Armor | Arm | -- | -- | -- | -- | Self | -- | * 0/0/6 armor * +2 mental defenses | 10 |
| Psychic Disruption | Att | A | Mental | 24” | 0 | 1 target | 6u | * 3d8 mental attack | 10 |
| Psychic Link | Utl | A | Mental | 24” | 0 | 1 target | 6u | * A successful attack establishes a link * If you have a link, you can communicate with the target, see and hear what he does, or attack him at any range and with no line of sight * To break the link requires a save (INU 24) to detect the link and a mental attack against you | 10 |
| Sense Psychic Impressions | Utl | -- | -- | -- | -- | Self | -- | * You can sense psychic residue left in places that have been the site of extreme emotions or events | 10 |

**Robot Powers (Dexterity, Intelligence, Perception, Strength, Toughness)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Auto Doc | Hea | A | Touch | -- | -- | 1 target | 10u | * 2d8 heal others | 10 |
| Extended Limbs | Utl | -- | -- | -- | -- | Self | -- | * 2 limbs stretch up to 6” | 10 |
| Laser Eyes | Att | A | Bolt | 7/ | +1 | 1 target | 6u | * 3d8 energy damage * No KB | 10 |
| Mechanical Interface | Utl | N | Touch | -- | -- | 1 machine | 4s | * Can interface with any machine that has correct ports (or the robot can access the “guts” of the machine), taking control of the machine * +4 skill checks to use, understand the machine * Intelligent machines or those with security might be able to resist effects (INT) | 6 |
| Powered Locomotion\* | Mov | M | -- | -- | -- | Self | 1r | * Can run, fly and swim 12” | 10 |
| Robotic Armor | Arm | -- | -- | -- | -- | Self | -- | * 6/6/0 armor | 10 |
| Robotic Body\* | Utl | -- | -- | -- | -- | Self | -- | * Immune to mental attacks * X1.5 damage from electrical or magnetic attacks | 10 |
| Robotic Senses | Utl | -- | -- | -- | -- | Self | -- | * Can pick 2 senses from the list * Infrared Sensors * Ultraviolet Sensors * Radio Hearing * Radar * Sonar * X-Ray * Microwave Radiation * (Any other at GM’s discretion) | 6 |
| Sensor Drone | Utl | -- | -- | 1000 km | -- | -- | 4s | * Can control and see through the drone | 6 |
| Stimulant | Hea | A | Touch | -- | -- | 1 target | 10u | * 2d8 energy heal on others | 10 |
| Taser | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 2d4 electricity-based damage (no defense) * Stun (TOU, WIL 18) | 10 |

**Shield**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Armor | Arm | N | -- | -- | -- | Self | -- | * 4/4/0 armor | 10 |
| Knockback Resistance | Def | N | -- | -- | -- | Self | 1r | * +2d6 Knockback Resist | 6 |
| Missile Reflection | Att | R | Bolt | 3/ | -3 | 1 target | 3u | * If user blocks a missile attack, reflect the attack back on the attacker at a -3 to hit | 10 |
| Ranged Block\* | Def | X | Bolt | 3/ | +1 | 1 attack | 4u | * Use ranged attack skill to block for an ally * Lose next action | 10 |
| Shield Bash | Att | A | Touch | -- | +1 | 1 target | 4u | * STR + 1d8 physical damage * Prone (STR, AGI 20 or STR) | 10 |
| Shield Block | Def | N | -- | -- | -- | Self | 1r | * +2 block * 1 free parry/round * Can block missile attacks | 6 |
| Shield Edge | Att | A | Touch | -- | -2 | 1 target | 5u | * STR + 2d8 physical damage * Dazed (STR, TOU 20) | 10 |
| Throw | Att | A | Bolt | 3/ | 0 | 1 target | 4u | * STR + 1d8 physical damage * Prone (STR, AGI 20) * Shield returns to wielder | 10 |
| Turtle\* | Def | R | -- | -- | -- | Self | 2r | * +4 block * 10/10/0 armor if hit * All blocks are free blocks * Lose next action | 10 |

**Shrinking**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Gliding | Mov | M | -- | -- | -- | Self | 1r | * Must be shrunken to smallest size * Can glide on air currents at 2” round | 6 |
| Growth Punch\* | Att+ | -- | -- | -- | 0 or +2 | 1 target | 0 | * +1d6 damage for each level of shrinking you grow from * +2 if GM rules you surprise the opponent | 10 |
| Microscopic World\* | Utl | R | -- | -- | -- | Self | 4s | * Must be shrunken to smallest size * You do not need to breathe, eat, or excrete * Shrink to microscopic size * See stuff normally only seen with microscope * Movement is 0” * Character no longer interacts with the macroscopic world | 10 |
| Quantum Teleport\* | Mov | R | -- | -- | -- | Self | 6u | * Must be shrunken to smallest size * You teleport choosing either direction or distance * The other variable is randomized * Use 1d6 to determine direction, or 1d30 to determine distance | 10 |
| Retain Density | Omn+ | N | -- | -- | -- | Self | 4s | * You retain your original mass when shrunk and your density increases * You no longer lose the ability to block melee attacks while shrunk * You suffer no damage penalty to melee while shrunk * You suffer no knock increase while shrunk * You cannot use the Gliding power * Your melee attacks gain Pierce(4) (not Growth Punch) | 10 |
| Shrinking | Omn | R | -- | -- | -- | Self | 10s | * Can shrink * See shrinking table * Can escape grabs and tangles | 20 |
| Shrink Object | Omn | R | Touch | -- | -- | 1 object | 1-10s | * Shrink items (see chart) * Throw object with bonus ranged damage | 20 |
| Shrink Other | Att | A | Touch | -- | 0 | 1 target | 4r | * Shrink target to smallest shrink size (INU 20) | 10 |

**Snake Powers (Speed)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Coil\* | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d8 damage * Grab target with +10 STR * Can auto-hit and damage each round | 10 |
| Fangs | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d8 damage * Sickened (TOU 20) | 10 |
| Forked Tongue | Utl | N | -- | -- | -- | -- | -- | * +4 to all Fast Talk, Persuade, Seduce * +2 to any mental control rolls | 10 |
| Mesmerize | Atk | A | Direct | 1” | 0 | 1 target | 6u | * Stun (WIL, INT 18) | 10 |
| Rattle | Aur | N | Area | -- | -- | 3” rad | 3r | * All enemies in range are chilled (WIL, INT 18) | 10 |
| Scales | Arm | N | -- | -- | -- | Self | -- | * 6/2/0 armor | 10 |
| Slither | Mov | M | -- | -- | -- | Self | -- | * +6” running * +2 stealth | 10 |
| Strike | Att+ | -- | -- | -- | -- | Self | 1u | * +4” stretching but only for melee attacks * Can be stacked with another adder | 10 |
| Venom | Att+ | -- | -- | -- | -- | -- | 3u | * Envenomed (TOU 18) | 10 |

**Sonics (Perception)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Absorb Sound\* | Aur | N | Area | 0” | -- | 2” rad | 2r | * Zone of silence * +4 to all stealth checks * Sonic powers won’t work * Immune to all sonic effects * +2d4 energy | 10 |
| Audio Illusion | Utl | N | Area | 30” | 0 | 200” rad | 2r | * Produce sounds (PER 24) | 10 |
| Shatter | Utl | A | Touch | -- | -2 | 1 object | 6u | * 4d8 penetrating damage to an object * Requires a to-hit roll against a carried object | 10 |
| Sonic Blast\* | Att | A | Area | 6” | 0 | 4” cone | 6u | * 2d8 energy damage * Pierce(6) * Can penetrate barriers and into enclosed spaces | 10 |
| Sonic Shield | Arm | N | -- | -- | -- | Self | 1r | * 6/0/0 armor | 10 |
| Sonic Shriek | Att | A | Area | 0” | -- | 3” rad | 8u | * 2d8 energy damage * Pierce(4) * Daze (PER 18) | 10 |
| Super Hearing | Utl | -- | -- | -- | -- | Self | -- | * +6 hearing PER checks * Can echolocate and target up to 20 hexes * Hear sounds in ultrasonic and subsonic ranges * Can hear to 10x the range of a human | 10 |
| Whisper Chamber | Utl | N | Bolt | 100” | -- | 1 target | -- | * Can whisper a message so only the target hears | 6 |

**Staff Melee (Agility, Dexterity)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Elemental Staff | Att/Att+ | A | Touch/Bolt | 4/ | 0 | 1 target | 6u/2r | * Your staff has the power of an element, chosen when this power is purchased * Air – Your attacks get knock(3) or +1d6 knockback (STR, AGI 20) instead of knockdown * Earth – Your attacks get Slow (STR, AGI 18) * Fire – Your attacks get ignite(2) * Ice – Your attacks get Chill(TOU, WIL 18) * Your staff can also fire a bolt of elemental power doing 3d8 damage and has the elemental status effect listed | 10 |
| Staff Block | Def | N | -- | -- | -- | Self | 1r | * +2 block * 1 free parry/round | 10 |
| Staff Choke\* | Att | A | Touch | -- | 0 | 1 target | 6r | * +4 STR to hold * 2d6 continuous penetrating damage | 10 |
| Staff Strike | Att | A | Touch | 2” | 0 | 1 target | 3u | * STR + 1d8 physical damage * Knockdown(3) * Can hit enemies up to 2” away | 10 |
| Staff Sweep\* | Att | A | Touch | 2” | -2 | 3 targets | 6u | * STR + 1d8 physical damage * Knockdown(3) * Can hit up to 3 enemies up to 2” away | 10 |
| Thrust | Att | A | Touch | 2” | -3 | 1 target | 5u | * STR + 2d8 physical damage * Dazed (STR, TOU 20) * Pierce(1) | 10 |
| Trip | Att | A | Touch | 2” | 0 | 1 target | 5u | * STR + 1d8 physical damage * Knockdown (AGI 24) | 10 |
| Vault | Mov | M | -- | -- | -- | Self | 1u | * +6” jump * Your vertical jump is equal to your lateral jump | 10 |

**Stretching (Toughness)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bind\* | Omn+ | A | Touch | ? | 0 | 1-3 targets | 2r | * Grab and hold for +10 STR (STR or Escape Skill) * Using super strength with this hold costs +3r per level of super strength * When holding one target: -1 move, -1 attack, -1 defense, -2 DEX skills * When holding two targets: -2 move, -2 attack, -2 defense, no DEX skills * When holding 3 targets: cannot move, -2 defense, no more attacks | 10 |
| Flexible\* | Arm | -- | -- | -- | -- | Self | -- | * 8/0/0 armor * 25% resistance to smashing attacks * Immune to falls and knockback damage | 10 |
| Extrude | Utl | R | -- | -- | -- | Self | 10u | * Can extrude through small openings | 10 |
| Omni Arm | Utl | N | -- | -- | -- | Self | -- | * Turns arm into tool | 6 |
| Sacrifice Cover | Def | RX | -- | -- | -- | ½ hexes in Stretch power | 6r | * Protect characters in affected hexes * All attacks hit the stretched character | 10 |
| Shape | Utl | R | -- | -- | -- | Self | 12s | * Can change shape to mimic most inanimate objects * Can be spotted with PER 18 | 10 |
| Stretching | Omn | A/M | Touch | 10” | 0 | 1 target | 2r | * STR used at 10” range * Can move stretching distance each round as a half action * Must end your move on a surface or hanging onto something | 20 |
| Whip Punch | Att+ | A | Touch | -- | 0 | 1 target | 4u | * +1d8 damage | 10 |

**Super Genius (Intelligence, Perception)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Analyze Foe | Att | A | Direct | 24” | -- | 1 target | -- | * Gain bonuses for observing a foe (INU 24) * Allies gain bonuses if they are within 6” of the hero and the hero can communicate with them * Up to 6 bonuses can be stacked on each foe * A hero with the Lab power can store this information to make the bonuses permanent * Hero might lose these bonuses when the enemy gets new powers or changes his tactics | 10 |
| Deep Thought | Arm | -- | -- | -- | -- | Self | -- | * 0/0/4 armor * +2 mental defenses | 10 |
| Detective | Utl | -- | -- | -- | -- | Self | -- | * Once per game session may ask the GM one question pertaining to the ongoing investigation * The question must have a yes or no answer | 10 |
| Gadget of the Week\* | Omn | -- | -- | -- | -- | 1 gadget | -- | * Creates an item for the hero to use * Item can have any single power from the other sets * Gadget lasts until the end of the current adventure, though the GM might allow the character to change gadgets in the middle of an adventure * If he has a lab, the genius can take gadgets from others, analyze them and copy them – getting all the powers of the gadget | 20 |
| Human Calculator | Utl | -- | -- | -- | -- | Self | -- | * Character is a math genius and can do pretty much any calculation in his head * +2 to any skill that would benefit by exact measurement, math or timing (sciences, demolitions, navigate, gambling) | 6 |
| Lab | Utl | -- | -- | -- | -- | Self | -- | * +4 science skills (min level 12) * +2 electronics, mechanics, investigate * Bonuses gained from Analyze Foe are permanent * Copy devices with Gadget power | 10 |
| Med Lab | Utl | -- | -- | -- | -- | Self | -- | * Allows the lab power to have medical facilities. * +2 to all medical checks * Ability to diagnose diseases and toxins * Can cure the wounded status * Can be bought alone, or with lab power | 10/6 |
| Quick Learner | Utl | -- | -- | -- | -- | Self | -- | * Two tries to make any skill experience check | 10 |
| Utility Belt\* | Utl | -- | -- | -- | -- | Self | -- | * Ready access to miniaturized versions of standard tools for all of his skills * 4/12 chance to have a bizarre device to counter a specific situation | 10 |

**Super Soldier (Agility, Dexterity)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Adrenal Rush | Utl | -- | -- | -- | -- | Self | -- | * When character is reduced to ½ his hit points he gets * +2 to hit * +4 damage * +2 initiative * -2 defense | 10 |
| Armored Helmet | Arm | -- | -- | -- | -- | Self | -- | * 2/0/0 armor | 6 |
| Armored Vest | Arm | -- | -- | -- | -- | Self | -- | * 6/6/0 armor | 10 |
| Athletic Feats | Utl | -- | -- | -- | -- | Self | -- | * +2 running * +2 leaping * +1 swim speed * +4 all physical skills (climb, acrobatics, swim) * +4 hit points | 6 |
| Breather Mask | Utl | -- | -- | -- | -- | Self | -- | * Can breathe underwater * 100% immunity to inhaled attacks | 6 |
| Melee Weapon | Att+ | A | Touch | -- | 0 | 1 target | 3u | * +1d8 damage | 10 |
| Missile Weapon | Att | A | Bolt | 4/ | 0 | 1 target | 5u | * 3d8 physical damage | 10 |
| Nerve Strike | Att | A | Touch | -- | 0 | 1 target | 6u | * STR or 2d6 (whichever is higher) penetrating damage * Crippled (TOU 18) | 10 |
| Power Strike | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d10 physical damage | 10 |
| Quick Healer | Utl | -- | -- | -- | -- | Self | -- | * +1d4 to all recovery rolls | 10 |
| Zealotry | Arm | -- | -- | -- | -- | Self | -- | * 0/0/6 armor * +2 mental defense | 6 |

**Super Speed (Agility, Speed)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Blazing Speed\* | Mov | M | -- | -- | -- | Self | 1r | * +18” running * +6” jump distance (in the direction of your movement) if you can get up to speed * Can run over surfaces such as water or quicksand, or up walls as long as he keeps moving | 10 |
| Blur | Def | N | -- | -- | -- | Self | 2r | * +2 defenses | 10 |
| Drag | Att | R | Area | 0” | -- | Any | 6u | * Character attacks during full move * Attacks all characters adjacent to the movement path * Affected characters are dragged 2d6 hexes in the direction of the move (STR, AGI 18) as knockback | 10 |
| Fast Action | Utl | N | -- | -- | -- | Self | 4s | * Perform mundane tasks 5x as quickly | 6 |
| Flying Fists | Att | A | Touch | -- | -2 | 3 targets | 5u | * STR + 1d6 damage * Can attack same target three times | 10 |
| Haste\* | Buf | N | -- | -- | -- | Self | 4r | * +3 initiative * Haste(3) | 10 |
| Metabolic Boost | Hea | R | -- | -- | -- | Self | 10u | * 2d4 Heal | 10 |
| Velocity Attack | Att | R | Touch | -- | -2 | 1 target | 6u | * STR + 3d6 damage * Attacker takes ½ damage * Can attack at the end of a full move | 10 |
| Vibrating Attack | Att+ | N | -- | -- | -- | -- | 2u | * Melee attacks get Pierce(3) | 10 |

**Super Strength (Strength, Toughness)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bull Rush | Att | R | Touch | -- | -4 | 1 target | 5u | * Attack at end of full move * STR + 2d10 physical damage * Knock(3) * +2d6 knockback (STR, AGI 20) | 10 |
| Focused Rage\* | Att+ | A | Touch | -- | 0 | 1 target | 4u | * Stun (TOU, WIL 18) | 10 |
| Foot Stomp | Att | A | Area | -- | -- | 2” rad | 6u | * STR + 1d8 physical damage * Knock(3) * +2d6 knockback (STR, AGI 20) | 10 |
| Immovable\* | Utl | N | -- | -- | -- | Self | 1r | * Immune to knockback/down * Immune to throws | 6 |
| Power Strike | Att | A | Touch | -- | -3 | 1 target | 5u | * STR + 2d10 physical damage * Knock (3) * +1d6 knockback (STR, AGI 20) * -2 defense to use | 10 |
| Power Throw | Att+ | A | Touch | -- | -- | 1 target | 3u | * +2d6 knockback * Increase save DL to 24 | 10 |
| Super Leap | Mov | M | -- | -- | -- | Self | 2u | * 12” leap * +12” each level of super strength | 10 |
| Super Punch | Att | A | Touch | -- | 0 | 1 target | 3u | * STR + 1d10 physical damage * Knock(3) * +1d6 knockback (STR, AGI 18) | 10 |

**Super Toughness (Toughness, Willpower)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bulk Up\* | Utl | R | -- | -- | -- | Self | -- | * Each round of bulking up gives one of the following: * +1d3 damage to melee attacks * +1d2 armor (physical and energy) * +2d6 temporary max hits * +2d6 temporary max energy | 10 |
| Clear Head | Utl | N | -- | -- | -- | Self | 2u | * Clears stun or daze (4/12) | 6 |
| Environmental Protection | Res | -- | -- | -- | -- | Self | -- | * 25% resist to a type of power effect * 100% immunity to mundane effects of the same type * Choices are Aging, Cold, Earth, Electricity, Fire, Gases, Radiation, Toxins, Vacuum (and anything else the player and GM can agree upon) | 6 |
| Iron Will | Def | -- | -- | -- | -- | Self | -- | * 0/0/6 armor * +2 Mental Defense | 10 |
| Regeneration\* | Hea | R | -- | -- | -- | Self | 6u or 15u | * 2d6 hit point heal for 6u * Can be used when defeated for 15u | 10 |
| Revenant\* | Utl | -- | -- | -- | -- | Self | -- | * Can continue fighting for 2 rounds after defeat * 5/12 chance to keep fighting each round thereafter | 10 |
| Sacrifice | Def | X | -- | ½ Move | -- | 1 attack | 6u | * Hero can make ½ move out of turn to interpose between attacker and target * Interposing hero gives attacker a -4 to hit * If attack misses it hits the Sacrificing hero automatically * Power does not take the hero’s move, but can be used once a combat round | 10 |
| Steel Skin | Arm | -- | -- | -- | -- | Self | -- | * 8/8/0 armor | 10 |
| Vulcanized Skin | Arm | -- | -- | -- | -- | Self | -- | * 4/4/0 armor | 6 |

**Telekinesis (Willpower)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Kinetic Sense | Utl | N | -- | -- | -- | 7” rad | 1r | * Use telekinetic force to feel area around self * Can sense objects in area of effect like sonar * Cannot be flanked | 6 |
| Telekinesis\* | Omn | A | Bolt | 8/ | 0 | 1 object | 3r or 3u | * WIL can be used as strength at range (including Super Will = Super Strength) * Can be used to grab enemy or object * Can be used to punch enemy or object * Can be purchased multiple times to affect multiple targets | 20 |
| Telekinetic Flight | Mov | M | -- | -- | -- | Self | 1r | * 12” flight | 10 |
| Telekinetic Missile Deflection\* | Def | N | Bolt | 8/ | 0 | Self or 1 target | 2u or 4u | * Can use missile combat skill to defend against physical missile attacks * Can deflect for ally, but this costs more energy and ranged penalties apply * Deflected attacks go in a random direction with a 2/12 chance of hitting anyone in their path * Missile combat skill degrades each attack as a regular defense | 10 |
| Telekinetic Reach\* | Omn+ | -- | Direct | -- | Varies | 1 target | 2r or 2u | * Can use telekinesis without direct line of sight (so through mirror or video display) * Can use telekinesis without seeing opponent (must know where opponent is), but takes -4 to -8 penalty as though he were blinded | 10 |
| Telekinetic Shield | Arm | -- | -- | -- | -- | Self | 1r | * 8/0/0 armor | 10 |
| Telekinetic Parry\* | Def | N | Bolt | 8/ | 0 | Self or 1 target | 1u or 4u | * Parry melee attacks with ranged combat skill * Can parry for ally but at higher energy cost and with range penalties * Missile combat skill degrades each attack as a regular defense | 10 |
| Telekinetic Punch | Att | A | Bolt | 8/ | 0 | 1 target | 4u | * WIL + 1d6 physical damage | 10 |

**Teleportation (Intelligence)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Gate Loop\* | Att | A | Bolt | 4/ | +2 | 1 target | 5r | * Target is trapped in the gate loop (AGI, Acrobat 16) * When target escapes, he takes 2d6 falling damage for each round spent trapped in the loop | 10 |
| Gate Shield | Def | N | -- | -- | -- | Self | 2r | * Attack is deflected into random hex 1d6 hexes away on 3/12 | 10 |
| Invasive Teleport | Att | A | Touch | -- | 0 | 1 target | 6u | * 2d12 penetrating physical damage * Knock(3) * +1d6 knockback * Attacker takes ½ damage | 10 |
| Mass Teleport | Mov | R | Ind | 8/ | 0 | 30 people | 20u or 40u | * Teleport up to 30 people 40” * Disorients all teleported for 1 round * Teleporting blind doubles energy cost | 10 |
| Portal Resonance | Att+ | N | -- | -- | -- | -- | 4u | * Entangle power affects intangible * Entangle power stops teleportation escape | 10 |
| Shimmering Doorway | Utl | M | Ind | 20” | -- | 2 portals | 10u | * Create two portals within 20” of the hero * Portals are large enough to fit a car through * Portals are considered adjacent * Bolt powers fired through gates have -2 to hit | 10 |
| Tactical Teleport\* | Mov | M | Ind | 15” | -- | Self | 4u | * Teleport self up to 15” * Can only be used once each round * Can make full move in half action | 10 |
| Teleport Object | Att | A | Ind | 4/ | -2 | 1 target | 6u | * Teleport one object * Must hit something being held or “managed” by someone else * As an attack (say by dropping an object on someone), this power does up to 3d12 points of damage and allows an AGI save (DL 16) to avoid the damage. | 10 |
| Teleport Self | Mov | M | Ind | 8/ | 0 | Self | 3u+ | * Teleport self up to 72” away * Can teleport blind, but must make a to-hit roll with range modifiers (DL 12) and this doubles the energy cost * Can take small objects for free * Large objects or another person double the energy cost | 10 |

**Time Manipulation (Intelligence)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Decay | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * 2d6 penetrating damage (aging) | 10 |
| Freeze Time | Att | A | Bolt | 6/ | 0 | 1 target | 6u | * Stun(INT, INU 18) * Entangle 0/0/0 & 4d8 | 10 |
| Haste\* | Buf | N | Direct | 20” | -- | 1 target | 4r | * +2 initiative * Haste(2) | 10 |
| Rewind\* | Utl | X | -- | -- | -- | Self | 0u/6u | * You get three re-rolls each game session as though you had purchased Luck(3) * You can use the luck for your allies as a reaction, but this costs 6 energy | 10 |
| Slow | Att | A | Direct | 20” | 0 | 1 target | 6u | * Slow (INT, INU 18) | 10 |
| Tactical Teleport\* | Mov | M | Ind | 15” | -- | Self | 4u | * Teleport self up to 15” * Can only be used once each round * Can make full move in half action | 10 |
| Time Distortion Field\* | Aur | R | Aura | 0 | -- | 3” rad | 4r | * Enemies are Slowed and Snared 2d4 (INT, INU 18) * No save is allowed as long as targets are in the aura | 10 |
| Time Manipulation | Utl | N | -- | -- | -- | Self | 4s | * Perform mundane tasks 5x as quickly | 6 |

**Voodoo (Willpower, Charisma)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Call Zombie | Sum | R | Direct | 1” | -- | 1 zombie | 10s | * Calls zombie to fight for the caster * Multiple zombies can be called, but each energy cost must be paid | 10 |
| Crystal Ball | Utl | -- | -- | -- | -- | -- | -- | * Once per game session may ask the GM one question pertaining to the ongoing investigation * The question must have a yes or no answer | 10 |
| Evil Eye | Att | A | Direct | 20” | -- | 1 target | 6u | * Target is cursed (WIL, CHA 20) * All mental attacks are +2 to save DL and effect | 10 |
| Inflict Pain | Att | A | Direct | 50” | -- | 1 target | 6u | * 3d8 mental damage and Daze (WIL, CHA 20) * Pierce(2) * Pierce(8) with focus from target | 10 |
| Puppeteer | Att | A | Direct | 50” | -- | 1 target | 6u | * 3d8 mental control (WIL, CHA 20) * Once control is established, it decays 1d6/round * Pierce(2) * Pierce(8) with focus from target | 10 |
| Tarot Draw | Omni | A | Direct | 20” | -- | ??? | 6u | * Can draw cards from the tarot deck * The card drawn is random and each card appears only once each encounter * Each card represents a power or attack * Only a single card can be in play at once * Drawing a new card ends any effect that is currently active * Detrimental effects whose duration is not specified last until a save is made like any normal lingering effect | 20 |

**Whip Fighting (Dexterity)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Choke\* | Att | A | Touch | 0” | -2 | 1 target | 6r | * Target is Grappled (STR) * Target is Choked(STR, TOU 18) * 2d4 penetrating, continuous damage | 10 |
| Crack The Whip | Att | A | Area | 6” | -- | 2” rad | 8u | * Daze(AGI, TOU 20) | 10 |
| Grab | Omn | A/M | Touch | 6” | 0 | 1 target | 1u | * STR used at 6” range * Can move stretching distance each round as a half action * Must end your move on a surface or hanging onto something * +6 STR to any grab or disarm | 20 |
| Lash | Att | A | Touch | 0” | 0 | 1 target | 4u | * STR + 1d8 physical damage * Bleed(2) | 10 |
| Tame Beast | Att | A | Touch | 0” | 0 | 1 target | 4u | * Only affects animals or characters with animal powers * Smitten(WIL, CHA 24) | 10 |
| Trip | Att | A | Touch | 0” | 0 | 1 target | 6u | * STR + 1d8 physical damage * Prone(STR, AGI 20) * You can choose to Grapple(STR) | 10 |
| Scar Tissue | Arm | -- | -- | -- | -- | Self | -- | * 4/2/0 armor | 10 |
| Swing | Mov | R | -- | -- | -- | Self | 1u | * Acts like flight 12” * Must have something to which to attach (GM’s discretion) * Must end his round on a surface * No half-moves | 10 |

**Wind Control**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Control Wind | Utl | A | Area | 0 | +2 | 50” rad | 1r | * Create gusty winds (30-50mph) * Can move objects, sail ships * Knock people over (STR 6) * Might require attack roll at GM’s discretion | 6 |
| Crosswind | Utl | M | Area | 20” | -- | 8” rad | 2r | * Dispels gas clouds and attacks (5/12) * -2 physical ranged attacks that pass through area | 10 |
| Foul Air | Att | A | Bolt | 5/ | 0 | 1 target | 8u | * 2d6 penetrating damage, continuous * Target is immune if breathing is self-contained or if the target does not need to breathe | 10 |
| Gas Immunity | Res | N | -- | -- | -- | Self | -- | * 25% resistance to gas attacks * Does not need to breathe * 100% immune to environmental effects requiring the character to breathe (drowning, smoke inhalation) | 6 |
| Hurricane | Att | R | Aura | 0” | -- | 4” rad | 6r | * 2d8 physical damage * Knock (4) * +1d6 knockback (STR, AGI 18) * -2 physical missile attacks through zone | 10 |
| Pure Air | Hea | R | Bolt | 6” | -- | 1 target | 4u | * 2d6 energy heal * Counters effects of attacks that rely on breathing | 10 |
| Ride the Winds | Mov | M | -- | -- | -- | Self | 1r | * 15” flight * +1 defense vs. physical missiles | 10 |
| Wind Blast | Att | A | Ind | 5/ | 0 | 1 target | 6u | * 3d8 physical damage * Knock (4) * +1d6 knockback (STR, AGI 18) | 10 |
| Wind Form\* | Utl | N | -- | -- | -- | Self | 20s | * Invisible (PER 24) * Desolid | 20 |
| Wind Guardian | Arm | N | -- | -- | -- | Self | 1r or 5r | * 10/0/0 armor * +1 defense vs. physical missiles | 10 |

**Wings**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Armored Wings | Arm | N | -- | -- | -- | Self | -- | * 8/8/0 armor * Armor only protects 8/12 chance once you attack in a given combat round * Armor only protects 6/12 if you are in the air | 10 |
| Buffet\* | Att | A | Area | 0” | -- | 3” cone | 6u | * STR + 1d8 physical damage * Knock(3) * +1d6 knockback (STR, AGI 20) | 10 |
| Buzzing | Aur | R | Area | 0” | -- | 4” rad | 4r | * -2 to all skill rolls and actions (PER 20) | 10 |
| Flight\* | Mov | M | -- | -- | -- | Self | 1r | * 15” flight * +1 defense | 10 |
| Nimble Flyer | Utl | N | -- | -- | -- | Self | 1r | * +2 flight skill rolls * +2 dodge while flying | 10 |
| Razors | Att | A | Bolt | 4/ | 0 | 3 targets | 8u | * 3d8 physical attack on up to three enemies * Each enemy may be attacked only once * Must roll to hit separately * All targets must be in a cone in front of you | 10 |
| Wing Block | Def | N | -- | -- | 0 | Self | 2u | * +2 block * May block missile attacks | 10 |
| Wing Hold | Att+ | A | Touch | -- | -- | Self | 2r | * +10 STR to hold with wings * May not fly | 10 |
| Wing Smash\* | Att | A | Touch | -- | 0 or -2 | 1 target | 4u | * STR + 1d8 physical damage * Gets free attack on anyone approaching from behind | 10 |

**Wrestling (Strength, Agility)**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Backbreaker | Att | A | Touch | -- | -1 | 1 target | 5u | * STR + 1d10 * Prone (AGI, TOU 20) * Stun (AGI, TOU 20) | 10 |
| Choke Hold | Att | A | Touch | -- | 0 | 1 target | 4r | * 2d8 damage or STR damage (continuous and penetrating) * Does not work on characters with no need to breathe or with hard armor over their throat | 10 |
| Leg Lock | Att | A | Touch | -- | 0 | 1 target | 4r | * STR + 1d8 continuous physical damage (STR) * Target crippled (TOU 20) | 10 |
| Miraculous Comeback | Hea | X | -- | -- | -- | Self | 6u | * +2d6 to any recovery roll * May only affect a single roll and a single stat in a round | 10 |
| Pin | Att+ | A | Touch | -- | 0 | 1 target | 3r | * +10 STR to hold | 10 |
| Roll With It | Arm | X | -- | -- | -- | Self | 4u | * 2d6 physical armor vs. melee attacks | 10 |
| Slap | Att | A | Touch | -- | 0 | 1 target | 3u | * STR + 1d10 physical damage | 10 |