**Leech**

**Highlights:**

* Can steal powers of opponents
* Drains act as self-heal
* Drains damage through armor

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 | * 2d8 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 | * 2d8 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 |

**Additional Information**

**Drain Energy**

* The leech drains 2d6 energy from his foe and gains a like amount of energy.
* *Enhance Aura* – The leech can turn this power into a 2 hex radius aura by doubling the energy cost (10)

**Drain Health**

* The leech drains 2d6 hit points from his foe and gains a like amount of hit points.
* *Enhance Aura* – The leech can turn this power into a 2 hex radius aura by doubling the energy cost (10)

**Drain Statistic**

* The leech drains 1d6 points from a statistic (chosen when this power is bought) from his foe and gains a like amount of the same statistic. If 10 or more points are scored on a given application of this power, a level of super attribute may be drained instead.
* *Enhance Aura* – The leech can turn this power into a 2 hex radius aura by doubling the energy cost (10)

**Fatigue**

* This power fatigues the target and makes it difficult for him to recover in a fight. Once hit with Fatigue, any time the target character is eligible for a recovery (either through a roll, inspiration, or due to resting), he must make a save or he gains no benefit from the recovery. Once the victim saves, he can make recoveries normally until he is affected by this power again.

**Memory Thief**

* The leech touches his opponent and gains 2d8 mental control points over that victim. Once control is achieved, the leech steals the memories of the target, learning all of his secrets. For every round mental control is maintained, the leech retains the memories of his victim for 1 week. After a few minutes of control, the transfer is permanent, though still subject to normal forgetfulness on the part of the leech.
* Obviously, the leech does not gain knowledge of something the target has already forgotten. Nor does this power give the leech any skill to comprehend what he learns. If the leech uses this power to gain memories for which he has no applicable skills, he will not be able to use those memories and they will be quickly forgotten.
* The leech can specify whether he wants the victim to retain the stolen memories or not. The victim gets a save to keep his memory, but this save does not affect the transfer of information to the leech.

**Mimic**

* The leech touches his opponent and gains 2d8 mental control points over that victim. Once control is achieved, the leech steals the powers and can assume the appearance of the target. For every round mental control is maintained, the leech retains the powers (and look) of his victim for 1 day.
* The leech can switch between his natural form and the form of his victim by taking a ½ round action. When in his victim’s form, the leech does NOT have access to any of his leech powers.
* While under the effects of this power, the victim retains his abilities, but is tired and has the “chilled” status effect applied to him.

**Steal Power**

* The leech touches his target and steals one of his powers not based on a device. The leech gains the power and any skill required to use it. The victim can no longer use the stolen power.