**Plant Control**

**Highlights:**

* Area control

**Super Stats:**

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 |

**Additional Information**