**Whip Fighting**

**Highlights**

* Stuff

**Super Stats**

* Dexterity

**Powers**

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

**Additional Information**

**Placeholder**

* Type something here