

Description:

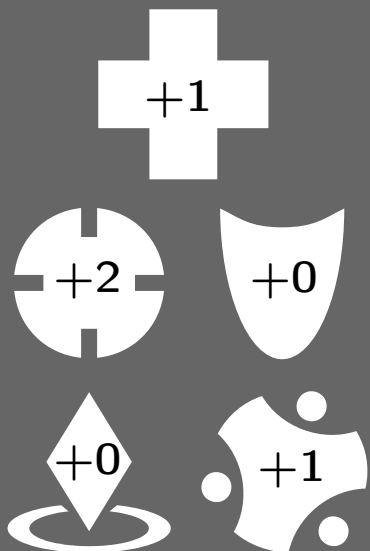
Not all Nanotechs use their gifts for peaceful purposes. As a Maelstrom, you take over the battlefield, twisting space and hurling entropy. Shatter shield modules. Crush steel. Conquer

Strategy:

Maelstrom acts as a straightforward blaster class, but requires space and plenty of charge with which to work. Maelstrom is best when combined with other tech classes, and some way of keeping enemies at arms length.

Starting Bonuses:

- ☐ +3 charges per day.
- ☐ **Distortion:** You may spend three beats in order to attack anyone within 2m with a 2d8 blast of twisted space-time. This attack prompts AoO. Each distortion may have up to one boost applied to it (see feats). Critical hit range: 20. Critical hit damage x2.
- ☐ +1 attack with elemental weapons and attacks (IE, fire, laser, lightning, acid, gravity, etc). This extends to things like flamethrowers, but not to rifles that happen to have ice bullets loaded. This bonus *does* apply to your distortion.
- ☐ +2 Endurance, +2 Biotech, +2 Zero-G.
- ☐ **Equipment:** Emergency Nanocapacitor; expend to take 1d6 lightning damage and gain +3 charges. Single use.



Character details:

Where and how did you acquire powers? Are they result of experimental science? A gift with debt attached? A weapon installed for military purposes? _____

Have you ever mis-used your powers, either intentionally or through carelessness? What happened? _____

What is the physical sensation of using your distortion. Do you feel the thrill and surge of power, or does it make your skin crawl? Do you *feel* the depletion of your nanites, or is it simply a status bar that ticks down? _____

Describe an item that you keep about your person at all times for sentimental reasons. Where did it come from? _____

Flicker

Your distortion now uses 2 beats instead of 3. Spend a charge to quicken your distortion; your distortion can be used as a Reaction, and no longer prompts AoO.

Slam

Your distortion now deals 2d10 damage. You may spend a charge while attacking with your distortion: your target must make a DC 15 Strength check or be crushed prone.

Permute

When using your distortion as part of a skill check, gain +2 on the skill roll. Each level up check off one of the following:

- | | | |
|--------------------------------|--------------------------------------|-----------------------------------|
| <input type="checkbox"/> fire | <input type="checkbox"/> electricity | <input type="checkbox"/> laser |
| <input type="checkbox"/> ice | <input type="checkbox"/> magnetism | <input type="checkbox"/> silenced |
| <input type="checkbox"/> acid | <input type="checkbox"/> radiation | <input type="checkbox"/> _____ |
| <input type="checkbox"/> blade | <input type="checkbox"/> crushing | <input type="checkbox"/> _____ |

Spend a charge while attacking with your distortion to flavour it with one of the checked elements or effects.

Fracture

Anyone damaged by your distortion increases the crit failure range of their next action by 1. You may spend a charge while attacking with your distortion. If you hit, increase the critical hit range of all attacks against this target by 3 until the end of your next turn. This increase in crit range applies to the attack that delivers it.

Shatter

The crit. multiplier of your distortion is now x3 rather than x2.

You may spend a charge while attacking with your distortion. Any forcefield struck by your attack is destroyed (it provides not defense against this attack). Forcefield projectors will recover at the end of your next turn. If you hit a target with armour, halve the effectiveness of their armour (round down).

Split

Even when your distortion misses, it deals 2 damage to your target. Spend a charge to fork a distortion, aiming at two targets. Any boosts apply to both branches.

Blast

Your distortion deals +2 damage. Spend a charge while attacking with your distortion to double your damage roll.

Chain

Your distortion can target anyone in 5 meters. Spend a charge while attacking with your distortion to damage **everyone** in a 5 meter line. DC 15 reflex save to avoid damage.

Point

Gain +1 on attack rolls with your distortion, or increase the save DC vs your distortion by 1. You may spend a charge while attacking with your distortion to increase your range to 30 meters and gain a +3 bonus on attack rolls.

Pulse

Anyone damaged by your distortion loses all reactions, and can not act in any way until their next turn. You may spend a charge while attacking with your distortion. If you do, instead of attacking a single target, all characters within one meter of you (except yourself) must roll DC 15 reflex save to avoid damage.

Splice

Requires: 3 Maelstrom feats

Whenever you spend charge to add a boost, you may select up to two boosts rather than one. As examples, you might combine Permute and Manifest to create a wall of fire. Shatter and Chain will destroy shields in a 5 meter line in front of you. Combining Chain and Point will create a 30 meter line of damage.

Manifest

Your distortion buffets and knocks at your target; they take -1 DEF until your next turn. You may spend a charge while attacking with your distortion: if you do, the effect hangs in the air until the end of your next round, damaging anyone who runs into or through it (no attack roll needed).

Drift

Your distortion dampens your targets weight and momentum; they take -1 ATK until your next turn. You may spend a charge while attacking with your distortion. If you do, your target is rendered immune to gravity until the end of your next turn. Attempts to move or throw them gain a +5 bonus (unless they are anchored). They must roll a DC 10 Zero-G check in order to attack, defend or move.

Weave

Requires: Splice + 4 other feats

Incompatible with: Glide, Overload

Whenever you spend a charge to splice, you may splice again during the following turn for no charge. You must use different boosts on each turn.

Overload

Requires: Splice + 4 other feats

Incompatible with: Weave, Glide

You may spend two charges to apply any number of different boosts to a single distortion.

Glide

Requires: Splice + 5 other feats

Incompatible with: Overload, Weave

You may add up to one boost to each distortion without spending charge.