**Insect Affinity**

**Highlights:**

* Damage that ignores most armor
* Lots of area effect attacks
* Summon

**Super Stats:**

* None

**Powers**

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

**Additional Information**

**Buzzing**

* The hero summons a cloud of buzzing, stinging insects that serve to annoy and distract opponents. Anyone caught in the cloud suffers a -2 to hit and to any skill attempts taken due to the distraction. This penalty lasts for as long as the victim is in the cloud and 1 round after they leave.
* Victims also take 1d4 points of damage each round they are in the cloud. This damage is mitigated by armor that is inherent to the character (tough skin), or completely seals the character’s skin (a force field), but ignores armored vests and other defenses that have cracks or holes.
* The cloud lasts as long as the hero pays energy and can move 6 hexes each round under the direction of the caster.

**Creeping Doom**

* A mass of creepy, crawling insects bursts forth from the ground and infests an area of the battlefield. Anyone in the cloud must make a save or flee the area in fear. Similarly, anyone attempting to enter the region will have to make a save to do so. Anyone failing their save will not be able to enter the mass of bugs unless their save changes for the better.
* Victims also take 1 point of damage each round they are in the cloud. This damage is mitigated by armor that is inherent to the character (tough skin), or completely seals the character’s skin (a force field), but ignores armored vests and other defenses that have cracks or holes.
* The cloud lasts as long as the hero pays energy and can move 2 hexes each round under the direction of the caster.

**Enlarge Insect**

* The hero enlarges an insect to nearly man size and forces it to do his bidding. Generally, this means the hero gains a new ally in a fight, but depending on the insect, it might have other uses. Beetles can dig; ants can cut trees and so on.

**Fly on the Wall**

* The hero can detect an insect up to 100 hexes away and then create a link with that insect, seeing and hearing as though the hero’s senses were at the bug’s location.

**Insect Affinity**

* The character is one with all the insects that surround him. He understands them and knows what they know. Roaches know the layout of sewers and urban areas. Bees know the location of prominent landmarks. This gives the hero a +2 to navigate and survival rolls (or a 12 skill level, whichever is higher).
* In addition, specific information can be obtained, but only if the GM rules that the information would be something pertinent to an insect. For instance, the passage of a human would be beneath notice, but the location of a rotting corpse would certainly attract the attention of flies. Roaches wouldn’t care much about a secret base in the sewers unless that base was generating disturbing sonic waves, or mutagenic chemicals that affected them.
* If the bugs do know the location of a specific thing, the player should make a navigate roll vs. DL 16 to interpret the information and find the item.

**Locust Plague**

* The caster calls forth a cloud of locusts that forms, attacks everyone in the vicinity and then disappears as soon as it appeared. Victims take 2d6 points of damage if they are in the cloud. This damage is mitigated by armor that is inherent to the character (tough skin), or completely seals the character’s skin (a force field), but ignores armored vests and other defenses that have cracks or holes.
* In addition, anyone who takes damage from the attack must make a save or be disoriented.

**Queen Bee**

* The hero can take control of a rampaging giant insect, an insect that has been controlled, or even an enemy with insect powers or form. This power only works on characters that the GM rules have sufficient insect characteristics.