**Snake Powers**

**Highlights:**

* Access to tons of status effects
* Melee attacks at range
* Can stun

**Super Stats:**

* Speed

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Coil\* | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d8 damage * Grab target with +10 STR * Can auto-hit and damage each round | 10 |
| Fangs | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d8 damage * Sickened (TOU 20) | 10 |
| Forked Tongue | Utl | N | -- | -- | -- | -- | -- | * +4 to all Fast Talk, Persuade, Seduce * +2 to any mental control rolls | 10 |
| Mesmerize | Atk | A | Direct | 1” | 0 | 1 target | 6u | * Stun (WIL, INT 18) | 10 |
| Rattle | Aur | N | Area | -- | -- | 3” rad | 3r | * All enemies in range are chilled (WIL, INT 18) | 10 |
| Scales | Arm | N | -- | -- | -- | Self | -- | * 6/2/0 armor | 10 |
| Slither | Mov | M | -- | -- | -- | Self | -- | * +6” running * +2 stealth | 10 |
| Strike | Att+ | -- | -- | -- | -- | Self | 1u | * +4” stretching but only for melee attacks * Can be stacked with another adder | 10 |
| Venom | Att+ | -- | -- | -- | -- | -- | 3u | * Envenomed (TOU 18) | 10 |

**Additional Information**

**Coil**

* You wrap around the target, damaging him and grappling him with your strength + 10. Each round you have your opponent held, you can automatically hit him with Coil and do damage.

**Fangs**

* Your attack weakens your victim, sickening them unless they can save.

**Forked Tongue**

* You are suave and persuasive and get a bonus to skills or powers that involve bending someone to your will.

**Mesmerize**

* By looking into your eyes, you can charm someone, making them unable to act.

**Rattle**

* With a subtle hiss or rattle, you cause your foes to fear you, reducing their capabilities.

**Scales**

* You have natural armor that provides good protection against blows, and slight protection against energy attacks.

**Slither**

* You move quietly and quickly along the ground and are more easily able to sneak up upon potential foes.

**Strike**

* This adder gives a melee attack a 4” range as though you have stretching. Unlike most other adders, you can stack another attack adder on top of this, though you cannot stack this one more than once.

**Venom**

* This adder causes your melee attacks to inflict the envenomed status on your victims.