**Staff Melee**

**Highlights:**

* Melee set with good defense
* Lots of knockdown

**Super Stats:**

* Agility
* Dexterity

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Elemental Staff | Att/Att+ | A | Touch/Bolt | 4/ | 0 | 1 target | 6u/2r | * Your staff has the power of an element, chosen when this power is purchased * Air – Your attacks get knock(3) or +1d6 knockback (STR, AGI 20) instead of knockdown * Earth – Your attacks get Slow (STR, AGI 18) * Fire – Your attacks get ignite(2) * Ice – Your attacks get Chill(TOU, WIL 18) * Your staff can also fire a bolt of elemental power doing 3d8 damage and has the elemental status effect listed | 10 |
| Staff Block | Def | N | -- | -- | -- | Self | 1r | * +2 block * 1 free parry/round | 10 |
| Staff Choke\* | Att | A | Touch | -- | 0 | 1 target | 6r | * +4 STR to hold * 2d6 continuous penetrating damage | 10 |
| Staff Strike | Att | A | Touch | 2” | 0 | 1 target | 3u | * STR + 1d8 physical damage * Knockdown(3) * Can hit enemies up to 2” away | 10 |
| Staff Sweep\* | Att | A | Touch | 2” | -2 | 3 targets | 6u | * STR + 1d8 physical damage * Knockdown(3) * Can hit up to 3 enemies up to 2” away | 10 |
| Thrust | Att | A | Touch | 2” | -3 | 1 target | 5u | * STR + 2d8 physical damage * Dazed (STR, TOU 20) * Pierce(1) | 10 |
| Trip | Att | A | Touch | 2” | 0 | 1 target | 5u | * STR + 1d8 physical damage * Knockdown (AGI 24) | 10 |
| Vault | Mov | M | -- | -- | -- | Self | 1u | * +6” jump * Your vertical jump is equal to your lateral jump | 10 |

**Additional Information**