Density Control

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Armor Disruption | Ars | A | 20 | 4/ | 0 | 1 tgt | M | * Dissolve 1d6 physical and energy armor * Effects continue as long as you maintain 1 energy to do so * Hitting the same target with this power allows you to reroll the result and take the best one. | * Accuracy +2 / x2 / +0B / 10P * Dissolve Step / x3 / -- / 10P * Mental – Also dissolves Psychic armor / x1 / -- / 10P * Stacking – The power can now stack multiple dice of dissolve, but each die requires an energy to maintain / x1 / -- / 10P |
| Bodyguard Stance | Trait | N | 10 | -- | -- | 1 ally | 0 | * You may give an adjacent ally +2 to his defenses by taking -1 to yours | * None |
| Bonus Block | Trait | N | 10 | -- | -- | -- | 0 | * You gain an additional block before your defenses degrade | * Block+1 / x2 / -- / 10P |
| Buoyant Flight | M | M | 20 | -- | -- | Self | 1 | * You lower your density and float * Fly 8 * You cannot use Increase Density while using this power | * Fly +3 / x3 / -- / 10P |
| Desolid | U | E | 20 | -- | -- | Self | E1 | * You are intangible * You cannot be attacked with physical or energy attacks * You can pass through objects * You cannot use Increase Density with this power |  |
| Diamond Fist | Am+ | + | 20 | -- | -- | Self | 2 | * Your melee attacks get +1 damage/die * Pierce(3) * Knock+1 |  |
| Graviton | B | T | 20 | -- | -- | 3 rad | 2 | * You become a source of gravity, pulling things toward you * All missile attacks that pass within the radius take a -2 to hit * Everyone in the area is Snared 2d4-2 * You have the option to Pull(1) to all characters and loose objects in the area | * Radius +1 / x2 / +1B / 10P * Singularity – You can choose to pull any physical missiles that pass through the area to you, attacking you instead of their intended target / x1 / 0B / 10P * Snare / x1 / +1B / 10P |
| Increase Density | B/R | T | 30 | -- | -- | Self | M+ | * You get the Level 1 bonuses on the Increase Density chart | * Burn -1 / x3 / -- / 10P * Leve +1 / x2 / -- / 20P |
| Juggernaut | V | C | 20 | -- | -- | Self | 0 | * In any given combat round, when first attacked, you have the option to lower your defenses by 2 and gain +4 to your physical and energy AV instead | * None |
| Phasing Attack | Amt | A | 20 | -- | -- | Self | 6 | * 2d12 penetrating physical damage * Knock(3) * Extra Knock(1) * Attacker takes ½ damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dissolve +3 / x3 / -- / 10P * Dmg Die / x2 / +1B / 10P \*\*\* * Dmg Die / x2 / -2A / 10P \*\*\* * Knock +1 / x3 / -- / 10P |
| Sacrificial Move | V | C | 20 | -- | -- | 1 atk | 0 | * If you are within a ½ move of an enemy attack on an ally, you can choose to burn an energy and interpose yourself and get hit instead of the ally | * None |
| Strong Jaw | V | C | 20 | -- | -- | -- | -- | * Once per combat, when hit by an attack (but before damage is rolled), you can spend one energy to ignore the effects of that attack | * None |

Increased Density Effects

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Density** | **Burn** | **Mass** | **Stats** | **Hits** | **Dmg** | **Armor** | **Init** | **Movement** | **Dodge** | **Notes** |
| Level 1 | 1 | x 4 | +4 | +6 | +1d6 | 6/4/0 | -2 | -2” | -2 | * Resist Knockback(1) |
| Level 2 | 2 | x 6 | +6 | +9 | +1d8 | 8/5/0 | -3 | -2” | -2 | * Resist Knockback(2) * Resist Stun/Daze(1) |
| Level 3 | 3 | x 10 | +8 | +12 | +1d10 | 10/6/0 | -4 | -2” | -2 | * Resist Knockback(3) * Resist Stun/Daze(2) |