Duplication

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Hive Mind | MW+2 | RW+2 | RS+2 | RW+2 | PW+2 |

Special Mechanics

* Clones – Duplication allows you to create clones of yourself. Duplicates have the same powers and skills as you except for any of the powers in this set. Each clone gets 2 energy to use in battle, and spends and replenishes their energy separately. The Prime Clone can give his energy to his clones, but cannot take energy from them.

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Absorb Clone | U | H | 0 | -- | -- | 1 dupe | -- | * The Prime Clone absorbs a clone by touching them and using his attack action * Absorbing a clone removes one level of Chill and Wounded from all other clones * If the clone was still active you heal the 4 points from Wounded immediately, otherwise your max hit points increase, but you still need to heal |  |
| Duplication | U | A | 30 | -- | -- | Self | M | * Create up to two duplicates of your character with the same characteristics and powers as you * Activating this power requires one energy maintenance (but not one/clone) * You are the Prime Clone (but still count as a clone), defeating you removes all other clones immediately * Each clone created applies Chill(1) to all clones * Each clone created applied Wounded(4) to all clones | * Clones +1 / x3 / -- / 30P * Wounded -1 / x2 / -- / 10P |
| Enemy Duplication | Amt | A | 30 | -- | 0 | 1 tgt | 8 | * You duplicate your enemy unless he saves (Power, Charisma) * The duplicate counts as a clone and you take the penalties for it * The duplicate will attack his victim and Taunt him * The duplicate is absorbed the end of any round in which it takes damage (at which point the Taunt ends) |  |
| Energetic Absorption | U | H | 20 | -- | -- | 1 dupe | -- | * When you absorb a clone, your burn rating drops by 1d6 |  |
| Entourage | T | C | 20 | -- | -- | Self | -- | * Chill from clone no longer affects Defense * The Prime Clone gets a +1 to hit Block and Dodge for each clone adjacent to him |  |
| Explode Clone | Ap | A | 20 | -- | -- | 3 rad | 6 | * One of your clones explodes doing 3d8 damage * Reflex save to take ½ damage * Damage is either physical or energy, decided when you choose this power * Your clone is still “summoned” and you suffer the penalties until the end of the battle |  |
| One Mind | U | R | 20 | -- | -- | Self | E | * If you are defeated you can transfer your mind to any of your clones who becomes the Prime Clone * The new Prime Clone heals 2d6 hit points |  |
| Pain Split | V | C | 20 | -- | -- | Self | 3 | * When any of your clones takes damage, you can choose to split the damage taken among all your clones * Damage is split after armor is subtracted, and is penetrating to clones * Leftover damage points are distributed at your discretion * You can choose to leave the Prime Clone out of the split |  |
| Ranged Absorption | U | H | 20 | 10 | -- | 1 dupe | 2 | * You can absorb your duplicates at range |  |
| Shared Thoughts | V | T | 20 | -- | -- | Self | 1 | * Chill from clones no longer affects Zap and Saves * Instead, you get a +1 to Zap and Saves for each active clone |  |
| Swarm Tactics | T | C | 20 | -- | -- | 1 rad | -- | * Chill from clones no longer affects Accuracy and Damage * Clones get +1 accuracy and damage for each clone adjacent to your target |  |