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. All clones share the same energy pool.

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 |  |