Energy Projection

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Blaster | MS+1 | SR+1 | SR+5 | SR+3 | CP+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Careless | T | N | 10 | -- | -- | Self | 0 | * You take no penalty when firing into melee, but your chance to hit allies in 4/12 |  |
| Energy Absorption | B | N | 20 | -- | -- | Self | 0 | * Armor 0/2/0 * Every 5 points of energy damage that hits you reduced your Burn rating by 1 * Ignores armor stack limit |  |
| Energy Blast | Ars | A | 20 | 6/ | -1 | 1 tgt | 6 | * 2d10 + Skill energy damage * Knock(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x2 / +1B / 10P * Dmg Die / x2 / -2A / 10P * Range +1 / x3 / +0B / 6P |
| Energy Punch | Amt | A | 20 | -- | -1 | 1 tgt | 5 | * 2d10 + Muscle energy damage * Knock(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P |
| Energy Transfer | U | F | 20 | 0 | -- | 1 ally | 3 | * Transfer one energy to/from a willing character * At the GM’s discretion, devices can be powered by this power |  |
| Energy Shield | R | T | 20 | -- | -- | Self | 1 | * Armor 2/4/0 | * Armor / x3 / 1B / 10P * Burn -1 / x3 / -- / 10P |
| Energy Wave | Ap | A | 20 | 0 | -- | 3 cone | 8 | * 2d8 + Power Energy Damage (Reflex) * Knock(3) * Extra Knock(1) |  |
| Lightning Shot | Vr | C | 20 | -- | -- | Self | 0 | * Once per combat, you may use a missile attack as a free action that does not end your turn. You can still only take a single attack in any given round. | * Uses +1 / x2 / -- / 20P |
| Line of Fire | T | N | 10 | -- | -- | Self | 0 | * If you miss your target with a ranged attack, the attack continues on and you must attack the second person in the line of fire, then the third, etc. * The attack continues until it hit someone, a barrier, or flies off the map | * None |
| Luminary | U | N | 10 | -- | -- | 50/2 rad | 0 | * Out of combat, you can glow to varying degrees of brightness, lighting a 50 hex radius | * None |
| N-Ray Vision | U | N | 20 | -- | -- | Self | 0 | * You can see into an unusual energy spectrum (Infrared, Ultraviolet, X-Ray, etc.) chosen when you buy this power * You may be immune to certain darkness, invisibility effects that do not include your specific type of vision | * None |
| Point-Blank Shot | Vr | C | 10 | -- | -- | -- | 0 | * If you fire a ranged attack from within the first range band, you get a +1 to-hit and +1 damage/die | * None |
| Power Leap | M | M | 20 | -- | -- | Self | 1 | * Jumping 12 |  |
| Quick Draw | T | N | 10 | -- | -- | Self | 0 | * Your missile attacks give you +2 initiative * If you attack someone with a lower initiative than you, you get +1 Accuracy | * None |
| Repulsion Field | Ap | A | 20 | -- | -- | 2 rad | 8 | * 2d8 + Power energy damage * Knock(3) * Extra Knock(2) |  |
| Splash | Ar+ | + | 30 | -- | -- | 2 rad | 2 | * Your missile attacks gain a small area component * When you damage a target with your attack, you also do ½ damage to adjacent characters | * None |