Feline

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Hunting Cat | MR+4 | RS+1 | RW+1 | RW+3 | PW+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bleeder | T | N | 10 | -- | -- | Self | 0 | * Your attacks get Bleeder(2) | * Bleed +1 / x3 / -- / 10P |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Chase | M | M | 20 | -- | -- | Self | 1 | * Run 12 * Jump 6 * Overland(3) | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |
| Claws | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 2d8+Muscle physical damage   Proficiency in climbing and +4 to checks   * +4 Muscle for grapples | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Curiosity | H | R | 20 | -- | -- | Self | E | * As soon as you are downed, burn an energy and make a recovery roll of 2xWit die * If you heal back to positive hits, you can return to the fight * If you fail to return to positive hits in a single roll, or have no energy, you are defeated | * None |
| Dive for Cover | V | R | 20 | -- | -- | Self | E | * When hit by an area attack, you can burn an energy to take an immediate free half move to escape the area of effect | * None |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Feline Reflexes | D | T | 20 | -- | -- | Self | 2 | * Dodge +2 * Initiative +2 * Fast(1) | * None |
| Give Ground | Vm | C | 10 | -- | -- | Self | 0 | * When attacked you can choose to retreat a hex and get a +2 to your defense * Your opponent can follow you for free | * Improved – You can move up to 2 hexes when you give ground / x1 / -- / 10P * Improved – You can take up to ½ move when you give ground / x1 / +1B / 10P |
| Improved Disengage | V | C | 20 | -- | -- | Self | 0 | * When you disengage, your opponent gets no bonus to his attack | * Disengaged – You get +2 defense when you disengage / x1 / -- / 20P * Elusive – You never take disengage attacks (req. Disengaged) / x1 / -- / 20P |
| Land on Your Feet | D | R | 20 | -- | -- | Self | 2 | * Immune to Prone * Resist Falling Damage(3) * Resist Knockback(1) | * Resist Knockback +1 / x2 / -- / 20P |
| Night Hunter | U | N | 20 | -- | -- | Self | 0 | * Night Vision | * None |
| Nine Lives | U | R | 20 | -- | -- | Self | 0 | * Luck(1) | * Luck +1 / x3 / -- / 20P |
| Pounce | M+ | + | 20 | -- | -- | Self | 1 | * Jump 6 * Can attack after a full leap with no penalty | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P |
| Reflexive | T | N | 20 | -- | -- | Self | 0 | * You can substitute Reflex for one other save stat Muscle, Skill, or Toughness | * Another Stat / x2 / -- / 20P |
| Squirmy | T | N | 10 | -- | -- | Self | 0 | * You may use Skill or Reflex to escape holds | * None |
| Pounce | M+ | + | 20 | -- | -- | Self | 1 | * Jump 6 * Can attack after a full leap with no penalty | * None |