Flame Manipulation

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Blaster | MS+1 | RS+1 | PS+4 | RW+3 | PW+1 |
| Flicker | MS+2 | RS+3 | RS+2 | RS+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 | * None |
| Cauterize | H | A | 20 | -- | -- | 1 tgt | 4 | * Heal a single adjacent ally of Bleed status | * Soothing Warmth – Also heals 1d4 / x1 / +1B / 10P |
| Cutting Torch | Amt | A | 20 | -- | -- | 1 tgt | 5 | * 3d10 energy damage * Cuts through materials with up to 15 armor | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Material Armor / x3 / -- / 10P * Melt Armor – Apply Dissolve(1) on hit / x1 / -- / 10P * Pierce +1 / x3 / +0B / 10P |
| Fire Blast | Ars | A | 20 | 5/ | 0 | 1 tgt | 6 | * 2d10 + Skill energy damage * Ignite(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Ignite +1 / x3 / +0B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P |
| Fire Flight | M | M | 20 | -- | -- | Self | 1 | * Flight 12 * Overland(4) | * Burn -1 / x3 / -- / 10P * Ignition – If you fly past someone you can choose to subject them to Ignite(3) / x1 / +1B / 10P * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |
| Fire Immunity | T | N | 10 | -- | -- | Self | 0 | * Immune to normal fires/heat * Resist Fire(1) | * Fire Sheath – Resist Cold(1) / x1 / -- / 20P * Resist +1 / x2 / -- / 20P |
| Flamethrower | Ats | A | 20 | -- | -- | 3 cone | 8 | * 2d8 + Skill energy damage * Must hit each target * Ignite(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Cone +1 / x2 / +1B / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Ignite +1 / x3 / +0B / 10P |
| Flash Fire | Ars | A | 20 | 5/ | 0 | 1 tgt | 6 | * Blind (Reflex, Wit) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| 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 |
| Molten Skin | R | T | 20 | -- | -- | Self | 1 | * Armor 3/0/0 * Anyone who hits you in melee takes 1d4 penetrating fire damage and Ignite(2) | * Armor / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P * Dmg Step / x3 / +1B / 10P * Ignite +1 / x2 / +0B / 10P |
| Nuke | Vm | C | 20 | -- | -- | -- | 0 | * Once per combat, you can add as many adders as you like to an attack | * Uses +1 / x2 / -- / 10P |
| Offensive Stance | N | T | 10 | -- | -- | Self | 0 | * You get +1 to hit and +2 damage but take -1 to all defenses | * 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 |
| Shimmering Air | D | T | 20 | -- | -- | Self | 2 | * Block +2 * Dodge +2 | * Burn -1 / x3 / -- / 10P * Crackling Air / x1 / 0/2/0 / +1B / 10P * Defense +1 / x2 / +1B / 10P \*\*\* * Igniting Air – Anyone adjacent to you has Ignite effects +1 proc / x1 / +1B / 10P * Melting Air – Armor 2/0/0 / x1 / +1B / 10P |
| Stoke | U | R | 20 | -- | -- | Self | 0 | * If you are standing in a flame, or next to an enemy that is suffering Ignite reduce your burn rating by 1d3 | * Die Step / x2 / -- / 10P * Healing Flame – You also heal 1 hit point each round / x1 / -- / 10P |