Combat Flight

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Bullet | RS+4 | MS+2 | RS+2 | RS+2 | CP+0 |
| Nimble | RS+3 | MS+2 | RS+1 | RW+4 | CR+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Afterburners | M+ | + | 20 | -- | -- | Self | 1 | * Move 10 * Overland +1 | * 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 |
| Eagle Eye | T | N | 10 | -- | -- | Self | 0 | * +4 to all sight perception tests | * None |
| Fast | T | N | 30 | -- | -- | Self | 0 | * Fast(1) | * Fast +1 / x2 / -- / 20P |
| Flight | M | M | 20 | -- | -- | Self | 1 | * Flight 20 * Overland(4) | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |
| High Ground | Vr | N | 10 | -- | -- | Self | 0 | * If you are above your target, you get Accuracy +1 | * None |
| Nimble Flier | D | N | 20 | -- | -- | Self | 0 | * Strike +2 when flying * Dodge +2 when flying | * None |
| Quick Recovery | T | N | 10 | -- | -- | Self | 0 | * You can recover from Prone as a free action | * None |
| Ram Attack | Amt | A | 20 | -- | -4 | Self | 6 | * 2d8 + Muscle physical damage * Knock(3) * If used at the end of a full move, add 2d8 physical damage * If used at the end of a full move, attacker takes ½ damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10 * Knock +1 / x1 / +1B / 10P |
| Sonic Boom | Ap | A | 20 | -- | -- | 6 cone | 8 | * You make a full move * At the end of the move, you attack a 6 hex cone behind you * 3d6 sonic physical damage * Knock(3) * Pierce(2) * Reflex save to avoid | * Burn -1 / x3 / -- / 10P * Cone +1 / x2 / +1B / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Knock +1 / x1 / +1B / 10P * Pierce +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Stable Flier | D | N | 20 | -- | -- | Self | 0 | * Resist Knockback(1) when flying | * Resist +1 / x2 / -- / 20P |
| Strike Down | Amt | A | 20 | -- | -- | 1 tgt | 4 | * 2d6 + Muscle physical damage * Knock(3) * Extra Knock(3) if target is flying to knock him straight down to the ground | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Knock +1 / x1 / +1B / 10P |
| Swoop Attack | Amt | A | 20 | -- | -2 | 1 tgt | 5 | * 2d8 + Muscle physical damage * Can make full move past target and attack at any point during the move | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P |
| Tactics | V | F | 30 | -- | -- | Self | 2 | * At the beginning of a fight, you can take a combat round to survey the battlefield, giving you 1d3 tactics points | * Die Step / x2 / +1B / 10P |