Force Field

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
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Special Mechanics

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Camo Field | U | T | 20 | -- | -- | Self | M | * You are proficient in sneak tests * +4 sneak tests | * Field Projection – You can extend your field to encompass adjacent allies / x1 / +4B / 20P |
| Containment Field | U | T | 20 | 40 | -- | 4 fields | M | * You can create a 2 radius bubble that protects anyone inside from environmental hazards such as gas, fire, or radiation * You can create multiple bubbles, but each one must be maintained with an energy | * Bubbles +1 / x4 / -- / 10P * Efficient Shielding – One energy is used per 2 bubbles / x1 / -- / 10P |
| Force Blast | Ars | A | 20 | 4/ | 0 | 1 tgt | 5 | * 2d6 + Power physical damage * Extra Knock(1) |  |
| Modulated Detention Field | Ars | A | 20 | 4/ | 0 | 1 tgt |  | * Armor 6 & 4d8 Entangle * Armor can be split between physical and energy at cast time |  |
| Modulated Force Field | R | T | 20 | -- | -- | 1 tgt | 1+ | * Armor 6 * Armor can be split between physical and energy at cast time * When used on self, Burn is 1 * When used on others, Burn is 2 |  |
| Modulated Force Wall | U | A | 20 | 20 | -- | 6 hexes | M2 | * Create a 6 hex force wall with Armor 6 split and 1 hit point * When the wall takes any damage, the caster can increase hit Burn rate by 1 every 2 damage to keep the wall standing, or he can let it drop |  |
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