Force Field

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Blaster | MS+1 | RS+1 | PS+4 | RW+3 | PW+1 |
| Bubbler | PW+2 | PS+3 | PR+2 | RW+2 | CP+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 |
| Careful | T | N | 10 | -- | -- | Self | 0 | * You take normal penalties when firing into melee, but NEVER hit your allies | * None |
| Coordinated Attack | V | C | 10 | -- | -- | Self | 0 | * If you attack a target at the same time as an ally with this trait, you both get +1 accuracy and +2 damage | * None |
| 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) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Knock +1 / x1 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P * Range +1 / x3 / +0B / 6P |
| Modulated Detention Field | Ars | A | 20 | 4/ | 0 | 1 tgt | 7 | * Armor 6 & 4d8 Entangle * Armor can be split between physical and energy at cast time | * Accuracy +2 / x2 / +0B / 10P * Armor / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P \*\*\* * Range +1 / x3 / +0B / 6P |
| Modulated Force Field | R | T | 20 | -- | -- | Self or 1 tgt | 2+ | * Armor 6 * Armor can be split between physical and energy at cast time * Can be used on one person at a time, either you or an ally * When used on self, Burn is 2 * When used on others, Burn is 3 | * Armor / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P * Targets +1 / x4 / +0B / 10P |
| Modulated Force Wall | U | A | 20 | 20 | -- | 6 hexes | M | * 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 | * Armor / x3 / +1B / 10P * Efficient Force Wall – Burn ratio increased by 1 / x2 / -- / 10P * Resist Piece(1) / x2 / +0B / 10P |
| Newtonian | Ar+ | + | 20 | -- | -- | -- | 2 | * Attack also pushes you back 1 hexes * This move does not provoke disengages | * Burn -1 / x3 / -- / 10P * Move +1 / x3 / +1B / 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 |
| Piercer | T | N | 10 | -- | -- | Self | 0 | * All of your attacks get Pierce(2) | * Pierce +1 / x2 / -- / 10P |
| 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 |
| Repulsor Field | Ap | A | 20 | -- | -- | 2 rad | 7 | * 2d6 + Power physical damage * Knock(3) | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Knock +1 / x1 / +1B / 10P * Radius +1 / x2 / +1B / 10P |
| Repulsor Lift | M | M | 20 | -- | -- | Self+2 | 1 | * Flight 10 * May carry up to two passengers | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P * Passengers x2 / x3 / +1B / 10P |
| Shield Splitter | A+ | A | 20 | -- | -- | Self | 2 | * Your attacks add Pierce(2) when hitting force fields (any toggle armor power with a burn rating) | * None |