Insect Form

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Nimble | RS+3 | MS+2 | RS+1 | RW+4 | CR+0 |
| Titan | MP+4 | MT+3 | PR+2 | RT+0 | CP+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| 360 Degree Vision | U | N | 10 | -- | -- | Self | 0 | * Can see in all directions * Cannot be flanked | * None |
| Agile Grappler | Vm | C | 10 | -- | -- | Self | 0 | * You can use your Skill to escape or maintain holds * When you do damage to a grappled opponent, you can substitute your Skill die for damage | * None |
| Burrow | M | M | 20 | -- | -- | Self | 1 | * Tunnel 4 through materials as tough as wood (AV 6) | * Move / x3 / +1B / 10P |
| Carapace | R | N | 20 | -- | -- | Self | 0 | * Armor 4/2/0 * Move -1 | * Armor / x3 / +0B / 10P * Resist Pierce(1) / x2 / +0B / 10P |
| Clinging | U | N | 20 | -- | -- | Self | 0 | * Can cling to walls, ceilings, etc. * Muscle +8 with grabs and holds | * None |
| Fly’s Reflexes | B | N | 20 | -- | -- | Self | 0 | * Reflex +2 * Resist Area Damage(1) | * Resist +1 / x2 / +0B / 20P |
| Lift | T | N | 10 | -- | -- | Self | 0 | * You can lift 2x your Muscle lit capacity | * Lift Mult / x3 / +0B / 10P |
| Roach’s Resilience | B | N | 20 | -- | -- | Self | 0 | * Toughness +2 * Resist Chemicals(1) * Resist Poison(1) | * Resist +1 / x2 / +0B / 20P |
| Skitter | M | M | 20 | -- | -- | Self | 1 | * Run 10 * Defense +1 | * Move / x3 / +1B / 10P |
| Spider’s Strength | T | N | 20 | -- | -- | Self | 0 | * Muscle +2 * Melee attacks get Pierce(1) | * Pierce +1 / x2 / +0B / 10P |
| Sting | Amt | A | 20 | -- | -- | 1 tgt | 3 | * 2d8 + Muscle Stabbing Physical Damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Stink Bug | Ap | A | 20 | 0 | -- | 3 cone | 8 | * Sickened (Power, Toughness) | * Save DL +2 / x3 / +1B / 10P |
| Tank | T | N | 20 | -- | -- | Self | 0 | * Hit Points +4 | * More Hits – Hits +4 / x2 / +0B / 20P |
| Venom | A+ | + | 20 | -- | -- | -- | 2 | * Envenomed (Toughness) | * Save DL +2 / x3 / +1B / 10P |
| Web | Ars | A | 20 | 4/ | 0 | 1 tgt | 4 | * Armor 0/0/0 & 4d8 Entangle | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Entangle Die / x3 / +1B / 10P * Poisoned – Entangled enemies take 1 point of penetrating poison damage / x1 / +1B / 10P * Range +1 / x3 / +0B / 10P * Sticky – Anyone who touches the web, or attacks it with melee is entangled / x1 / +1B / 10P |
| Wings | M | M | 20 | -- | -- | Self | 1 | * Flight 12 * Overland(4) | * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |