Kinetics

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | 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

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Adhesion | U | T | 20 | -- | -- | Self | 1 | * Can cling to walls, ceilings * Muscle +8 to grabs and holds * Muscle +8 to escape grabs and holds | * None |
| Afterburners | M+ | + | 20 | -- | -- | Self | 1 | * Move 10 * Overland +1 | * None |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Force Multiplier | A+ | + | 20 | -- | -- | Self | 2 | * Knock(1) * Extra Knock(1) | * None |
| Friction Frenzy | Amh | A | 20 | -- | 0 | 1 tgt | 4 | * Target has burn rating increased by 1d4+1 * Winded(2) (Reflex, Toughness) * Touch attack – can be blocked by weapons or shields | * Burn -1 / x3 / -- / 10P * Die Step / x2 / +1B / 10P * Friction Burn – Target also takes 1d4 Penetrating Physical Damage / x1 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Hit and Run | V | C | 20 | -- | -- | Self | E | * Spend an energy and you can take a ½ move after attacking | * None |
| Improved Disengage | V | C | 20 | -- | -- | Self | 0 | * When you disengage, your opponent gets no bonus to his attack | * Disengaged – You get +2 defense when you disengage / x1 / -- / 20P * Elusive – You never take disengage attacks (req. Disengaged) / x1 / -- / 20P |
| Inertial Reduction | A | A | 20 | 5/ | 0 | 1 tgt | 4 | * Target has Reduced Mass (Muscle, Reflex) * Can be used on self, and you can forego the ongoing save | * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Kinetic Blast | Ars | A | 20 | 5/ | 0 | 1 tgt | 5 | * 2d6 + Reflex Physical Damage * Knock(3) * Extra Knock(1) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Range +1 / x3 / +0B / 10P |
| Kinetic Shield | R | T | 20 | -- | -- | Self | 1 | * Armor 4/0/0 * Resist Fall Damage(1) * Resist Knockback(1) | * Armor / x3 / +0B / 10P * Resist / x2 / +0B / 20P |
| Kinetic Siphon | T | N | 20 | -- | -- | Self | 0 | * When you knock someone, you get Burn Reduction equal to the number of dice that knocked | * None |
| Rebound | Am+ | + | 20 | -- | -2 | 1 tgt | 3 | * Can make melee attack after full move * Extra Knock(3) * You take a ½ move in a random direction as knockback | * Burn -1 / x2 / -- / 10P |
| Reflexive | T | N | 20 | -- | -- | Self | 0 | * You can substitute Reflex for one other save stat Muscle, Skill, or Toughness | * Another Stat / x2 / -- / 20P |

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| Skating | M | M | 20 | -- | -- | Self | 1 | * Run 12 * Overland(3) | * Burn -1 / x3 / -- / 10P * Motion Blur -- +1 Defenses when you make a full move / x1 / +1B / 10P * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P |
| Slow | Ars | A | 20 | 5/ | 0 | 1 tgt | 4 | * Slow(2) (Reflex) | * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Take Initiative | T | N | 10 | -- | -- | Self | 0 | * You can spend an energy to swap initiatives with any other combatant * You cannot use this ability to gain two attacks in a round | * Take More Initiative – When you take initiative, your new initiative score can be raised up to an additional 4 points / x1 / -- / 10P |
| Wade In | T | N | 10P | -- | -- | Self | 0 | * You can make a 1 hex move after attacking as long as you end up next to an enemy | * Wade II – You can make a ½ move when you wade in / x1 / 1B / 10P |