Nanobot Manipulation

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Flexible | MR+3 | MS+2 | RS+2 | RS+3 | CP+0 |
| Flowing | RS+2 | SW+2 | RS+1 | RW+4 | PW+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Adaptive Armor | R+ | T | 30 | -- | -- | Self | 4 | * Any armor you have can be shifted between physical and energy armor * At the beginning of a combat round, you can toggle this power on and change your armor between physical and energy | * Burn -1 / x2 / +0B / 10P * Instant Activation – Power is no longer a toggle power. At any time, you can spend one energy to activate this power and adjust your armor / x1 / +0B / 30P |
| Avoid Killing Blow | V | C | 20 | -- | -- | Self | 0 | * Once per fight, when an attack would normally defeat you, you may spend one energy to avoid the attack and take no damage | * Uses +1 / x2 / -- / 20P |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Construct | X | H | 30 | 6 | -- | 1 tgt | M | * Creates one of two types of constructs * Battle Construct   + Combat skills = creator – 3   + Nano Armor (3/3/0)   + Nano Blade (3d6)   + 20 HP, Run 7 * Utility Construct – Has Fly 6, can scout and relay data to the character via radio transmission * Constructs are autonomous and can act on complex instructions * Constructs are destroyed when their creator is defeated * Constructs past the first cause Chill(1) on the caster * Max 2 constructs | * Constructs +1 / x2 / -- / 30P * Constructs before Chill +1 / x1 / -- / 20P |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Extrude | U | E | 20 | -- | -- | Self | 4 | * Can extrude through small openings * Can escape grapples with +10 Muscle * Can escape from any entangle with gaps | * None |
| Machine Interface | T | N | 20 | -- | -- | Self | 0 | * Proficient in Computer, Electronics or using vehicles/tools with such parts * Skill +4 | * None |
| Nano Armor | R | T | 20 | -- | -- | Self | 1 | * Armor 3/3/0 * This armor can stack with **any** number of other armor powers | * Armor / x3 / +0B / 10P |
| Nano Blade | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 3d6 Physical Stab Damage * You can sacrifice any armor you have until the beginning of your next action to gain a damage boost of (Armor/2) * Knock(0) | * Accuracy +2 / x2 / +0B / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Long Needle – If this power has Reach, it can hit multiple opponents in a line, must roll to hit each / x1 / +0B / 20P * Pierce +1 / x3 / +0B / 10P * Reach +2 / x2 / +1B / 10P |
| Nano Heal | U | F | 20 | -- | -- | Self | 6 | * You sacrifice any armor you have until the beginning of your next action * Self-Heal is equal to the amount of Armor sacrificed | * None |
| Nano Wall | U | A | 20 | 10 | -- | 3 hex | 6/1+ | * Wall with 3 hexes and 20 hit points/hex * Wall has no armor unless the caster sacrifices his own armor to create adaptive armor for the wall * Burn and additional 1/hex for the wall to regenerate to its full 20 hit points each round | * Area +1 / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P * Wall HP / x3 / 0B / 10P |
| Omni Arm | U | N | 10 | -- | -- | Self | M | * Can turn your arms/hands into tools * Cannot create power for power tools | * None |
| Power Interface | U | F | 20 | 1 | -- | Self | ? | * Spend your turn connected to an electrical power source * Roll 2d4 and reduce your Burn by that much * You can never get more than one energy from this power | * Effect Die / x2 / +0B / 10P * Rollover – If you reduce your Burn to -12 or lower, you automatically gain an energy, then add 12 and roll to see if you gain a second energy / x1 / +0B / 20P |
| Stretching | M/U | M | 20 | 12 | -- | Self | 1 | * Can use Muscle at 8 hex range * Can move up to 8 hexes as a move action * Must end your move on a surface, or hanging onto something | * Burn -1 / x3 / +0B / 10P * Stretch / x3 / +1B / 10P |