**Liquid Form**

**Highlights:**

* Attack that goes through armor
* Decent physical defense
* Excellent utility
* Good self heal

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Drowning Attack | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 2d8 penetrating damage * Target is immune if he does not need to breathe, or if his ability to breathe is somehow self-contained * No KB | 10 |
| Envelop\* | Att | A | Touch | -- | 0 | 1 target | 4r | * Entangle with armor and hit points of the character * Character cannot move, but can fight non-entangled enemies normally * Entrapped character hits enveloper without requiring a hit roll * If you are knocked back or stunned, you release your opponent * KB resist 1d6 | 10 |
| Flowing Defense | Def | N | -- | -- | -- | Self | 2r | * +2 dodge | 10 |
| Flowing Form | Utl | N | -- | -- | -- | Self | 10s | * Flow through any barrier that is not watertight | 10 |
| Liquid Body\* | Arm | N | -- | -- | -- | Self | 4s | * 8/0/0 armor * 25% physical damage resistance * 1d6 KB resistance | 20 |
| Liquid Limbs | Omn | N | -- | 6” | -- | Self | -- | * 6” stretching * Limbs can mold into tools or useful shapes | 10 |
| Mercurial Hammer | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d10 melee attack | 10 |
| Puddle | Mov | A | -- | 10” | -- | Self | 2u | * +6” running | 10 |
| Reform | Hea | A | -- | -- | -- | Self | 10u | * 2d6 self-heal | 10 |

**Additional Information**

**Drowning Attack**

* You immerse your enemy in liquid in an attempt to suffocate him. This attack only works on targets that have to breathe.
* *Choking* – When you hit with this attack, the target gets the choking status unless he makes a toughness save DL 18. (15)
* *Knockdown* – Your attack gains a knockdown component. (STR, AGI 18) (10)

**Envelop**

* You surround and cover your opponent and draw him inside of your body to trap him. Your opponent is entangled with an entangle that has your armor and your hit points. The entangled opponent can hit you automatically and will escape if you are ever brought to zero hits.
* While you have a trapped foe, you get a small amount of knockback resistance because of the added weight of your victim.
* While you have a trapped opponent, you cannot move without releasing him. You can fight and otherwise act as normal. Also, being knocked back or stunned will release a trapped foe.
* *Armor* – You gain 4/4/0 armor against foes you have enveloped. (10)
* *Damage* – Your entangled opponent is constricted and takes 1 point of damage each round he is trapped. (10)

**Flowing Defense**

* By flowing out of the way of incoming attacks, you increase your ability to dodge.

**Flowing Form**

* By turning your body into liquid and flowing, you can move through small openings and cracks in most barriers. You cannot flow through watertight barriers.

**Liquid Body**

* Your malleable form provides excellent defense against physical damage. You are also harder to knock back.

**Liquid Limbs**

* You can stretch and form your limbs into useful shapes.

**Mercurial Hammer**

* You slam enemies with a hammer-shaped fist.

**Puddle**

* You can make your body flow along surfaces, allowing you to move quickly from place to place.

**Reform**

* Your liquid body can heal itself easily.