**Wings**

**Highlights:**

* Flight Skill (AGI/SPD/PER)

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Armored Wings | Arm | N | -- | -- | -- | Self | -- | * 8/8/0 armor * Armor only protects 8/12 chance once you attack in a given combat round * Armor only protects 6/12 if you are in the air | 10 |
| Buffet\* | Att | A | Area | 0” | -- | 3” cone | 6u | * STR + 1d8 physical damage * Knock(3) * +1d6 knockback (STR, AGI 20) | 10 |
| Buzzing | Aur | R | Area | 0” | -- | 4” rad | 4r | * -2 to all skill rolls and actions (PER 20) | 10 |
| Flight\* | Mov | M | -- | -- | -- | Self | 1r | * 15” flight * +1 defense | 10 |
| Nimble Flyer | Utl | N | -- | -- | -- | Self | 1r | * +2 flight skill rolls * +2 dodge while flying | 10 |
| Razors | Att | A | Bolt | 4/ | 0 | 3 targets | 8u | * 3d8 physical attack on up to three enemies * Each enemy may be attacked only once * Must roll to hit separately * All targets must be in a cone in front of you | 10 |
| Wing Block | Def | N | -- | -- | 0 | Self | 2u | * +2 block * May block missile attacks | 10 |
| Wing Hold | Att+ | A | Touch | -- | -- | Self | 2r | * +10 STR to hold with wings * May not fly | 10 |
| Wing Smash\* | Att | A | Touch | -- | 0 or -2 | 1 target | 4u | * STR + 1d8 physical damage * Gets free attack on anyone approaching from behind | 10 |

**Additional Information**

**Place Holder**

* Blah, blah, blah