Shield

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Bulwark | MS+4 | MT+3 | MS+2 | RS+0 | PT+1 |
| Defender | MS+2 | RT+3 | RS+1 | RS+2 | PT+2 |

Special Mechanics

* Device – By default this powerset is a device set. It does not have to be a bow and arrow, but could be grenades, or a gun, or whatever. Devices can be taken away, or dropped and they cannot be used while entangled, or restrained.
* Inherent – This powerset can be made inherent, at a cost of +1B on all powers with a burn rating greater than 0.

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Armor | R | N | 20 | -- | -- | Self | 0 | * Armor 2/2/0 | * Armor / x3 / +0B / 10P |
| Auto Block | T | N | 20 | -- | -- | Self | 0 | * If you roll 12 on your … roll, you automatically … the attack regardless of the opponent’s score | * Auto +1 / x2 / -- / 20P |
| 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 |
| Block | T | N | 10 | -- | -- | Self | 0 | * Your block skill increases by 1 | * None |
| Bodyguard Stance | N | T | 10 | -- | -- | 1 ally | 0 | * You may give an adjacent ally +2 to his defenses by taking -1 to yours | * None |
| Bonus Block | T | N | 20 | -- | -- | -- | 0 | * You gain an additional block before your defenses degrade | * Block+1 / x2 / -- / 20P |
| Dive for Cover | V | R | 20 | -- | -- | Self | E | * When hit by an area attack, you can burn an energy to take an immediate free half move to escape the area of effect | * None |
| Give Ground | Vm | C | 10 | -- | -- | Self | 0 | * When attacked you can choose to retreat a hex and get a +2 to your defense * Your opponent can follow you for free | * Improved – You can move up to 2 hexes when you give ground / x1 / -- / 10P * Improved – You can take up to ½ move when you give ground / x1 / +1B / 10P |
| Improved Charge | Vm | C | 10 | -- | -- | Self | 0 | * You take no penalty when charging | * Impact – Charging adds +1 damage/die / x1 / -- / 10P |
| Knockback Resistance | D | C | 20 | -- | -- | Self | 2 | * Resist Knockback(1) |  |
| Missile Reflection | V | C | 20 | 3/ | 0 | 1 tgt | E | * If you block a missile attack, you can spend an energy to get a free action to reflect the attack back on the attacker * You have to make a to-hit roll using your shoot and your range modifier |  |
| Ranged Block | V | C | 20 | 3/ | 0 | 1 atk | E/0 | * Use your shoot skill to block a ranged attack against an ally * Range modifier is calculated based on the distance between you and your ally or you and the attacker, whichever is less * You can spend an energy to make this a free action, or spend none and give up your next action |  |
| Shield Bash | Amt | A | 20 | -- | 0 | 1 tgt | 3 | * 2d6 + Muscle Physical Damage * Prone (Muscle, Skill) |  |
| Shield Block | D | T | 20 | -- | -- | Self | 2 | * Block +2 * Can use Block vs. missile attacks |  |
| Shield Edge | Am+ | + | 20 | -- | 0 | 1 tgt | 2 | * +1d6 Physical Damage * Daze (Muscle, Toughness) |  |
| Throw | Ars | A | 20 | 3/ | 0 | 1 tgt | 4 | * 2d6 + Skill Physical Damage * Prone (Muscle, Skill) |  |
| Turtle | B | C | 20 | -- | -- | Self | E | * Block +4 * Bonus Block(1) * Armor 6/6/0 * Stacks with other armor * Lasts until end of round | * None |