Snake Powers

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Flexible | MR+3 | MS+2 | RS+2 | RS+3 | CP+0 |
| Nimble | RS+3 | MS+2 | RS+1 | RW+4 | CR+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Coil | Amt | A | 20 | -- | 0 | 1 tgt | 5 | * Grapple opponent * Muscle +4 to maintain grapple * Once opponent is grappled, you do 2d6 + Muscle Physical Crush Damage each round | * Damage Step / x3 / +1B / 10P * Muscle / x3 / +1B / 10P * Restraining Grasp – Grabbed targets are automatically Restrained / x1 / +1B / 20P |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Fangs | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 2d8 + Muscle Physical Stab Damage * Sickened (Toughness) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Save DL +2 / x3 / +1B / 10P |
| Forked Tongue | U | N | 10 | -- | -- | -- | 0 | * Proficient in Persuasion, Lying, Deception * Skill +4 * Save DLs vs. your mental powers +2 | * 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 / +0B / 10P |
| Incredible Recovery | T | N | 20 | -- | -- | Self | 0 | * Your recovery dice are 2d6 | * Die Step / x2 / -- / 20P |
| Mesmerize | Az | A | 20 | -- | -- | 1 tgt | 8 | * Stun (Power, Wit) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Piercer | T | N | 10 | -- | -- | Self | 0 | * Add Pierce(1) to all your attacks | * None |
| Rattle | Ap | T | 20 | -- | -- | 3 rad | 8 | * Chill (Power, Wit) | * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Regrowth | H | T | 20 | -- | -- | Self | 1 | * Self Heal 1d3 | * Burn -1 / x3 / +0B / 10P * Heal Step / x3 / +1B / 10P |
| Scales | R | N | 20 | -- | -- | Self | 0 | * Armor 4/2/0 |  |
| Slither | M | M | 20 | -- | -- | Self | 1 | * Run 12 * Proficient in Sneak * Sneak +2 * Can coil around vertical obstacles and climb them at ½ movement * Overland(3) | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P * Overland +1 / x3 / +0B / 10P * Sneak +1 / x4 / +0B / 10P |
| Strike | Am+ | + | 20 | -- | -- | Self | 2 | * Reach 4 for melee attacks | * Multiple – Does not count as an adder in terms of stacking / x1 / +0B / 20P * Reach +2 / x2 / +1B / 10P |
| Swift | T | N | 10 | -- | -- | Self | 0 | * You get Move(3) to all movement modes | * Move +3 / x3 / -- / 10P |
| Venom | A+ | + | 20 | -- | -- | -- | 2 | * Envenomed (Toughness) | * Save DL +2 / x3 / +1B / 10P |