Sonics

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Absorb Sound | U | T | 20 | -- | -- | 3 rad | 0 | * Zone of silence * Proficient in sneaking * +4 to sneak checks * Immune to sonic effects and sonic powers * Cannot use other sonic powers * Burn reduced by 1d4 | * Quiet Mind – Gain +2 to Mental Saves in the area of effect / x1 / +1B / 20P |
| Armor Disruption | Ars | A | 20 | 4/ | 0 | 1 tgt | M | * Dissolve 1d6 physical and energy armor * Effects continue as long as you maintain 1 energy to do so * Hitting the same target with this power allows you to reroll the result and take the best one. | * Accuracy +2 / x2 / +0B / 10P * Dissolve Step / x3 / -- / 10P * Mental – Also dissolves Psychic armor / x1 / -- / 10Ps * Stacking – The power can now stack multiple dice of dissolve, but each die requires an energy to maintain / x1 / -- / 10P |
| Audio Illusion | U | N | 20 | 30 | -- | 200 rad | 1 | * Produce sounds | * Area / x3 / +0B / 10P * Range x2 / x3 / +0B / 10P |
| Buzzing | Ar | A | 20 | 30 | -- | 1 tgt | 4 | * Target is Impaired (Reflex, Wit) | * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Entertainer | T | N | 10 | -- | -- | Self | 0 | * You get a +1 to all rolls if you have an audience of at least 3 people who aren’t participating in the scene | * None |
| Nuke | Vm | C | 20 | -- | -- | -- | 0 | * Once per combat, you can add as many adders as you like to an attack | * Uses +1 / x2 / -- / 10P |
| Reverberation | D | T | 20 | -- | -- | Self | 1 | * When you block an attack, you regain 1d4 hit points | * None |
| Shatter | Ars | A | 30 | 4/ | -4 | 1 tgt | 8 | * Target one device being used by your opponent * If you hit, that device is Disabled (Wit) * If you hit a Disabled device, it is Shattered (Wit) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Shriek | Ap | A | 20 | -- | -- | 3 rad | 8 | * 2d6 + Power Physical Damage (Toughness) * Pierce(3) * Daze |  |
| Sonic Blast | Ats | A | 20 | 6 | 0 | 3 cone | 8 | * 2d6 + Power Physical Damage (Toughness) * Pierce(3) * Dissolve(1) |  |
| Sonic Shield | R | T | 20 | -- | -- | Self | 1 | * Armor 4/0/0 | * Armor / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P |
| Stand Off | Vr | C | 10 | -- | -- | Self | 0 | * You get +1 accuracy and +1 damage if you do not move before you attack | * None |
| Super Hearing | U | N | 20 | -- | -- | Self | 0 | * Hearing Checks +4 * Hear sounds in ultrasonic and subsonic ranges * Can hear sounds 10x more distant/soft than a human * Hearing can be used as a targeting sense in combat up to 20 hexes |  |
| Whisper Chamber | U | N | 10 | 100 | -- | 1 tgt | 0 | * Can whisper messages only the target hears |  |
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