Staff

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Martial Artist | MS+3 | RS+3 | RW+1 | RS+2 | CW+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Defensive Stance | N | T | 10 | -- | -- | Self | 0 | * You take -1 Accuracy and -2 Damage * You get +2 Defense | * None |
| 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 |
| Elemental Staff | Am+ | + | 20 | -- | -- | Self | 1 | * Your staff gets one bonus based on an element chosen when the power is purchased * Air – Knock(3) * Earth – Slow(1) (Skill) * Fire – Ignite(2) * Ice – Chill(1) (Power) | * Bolt Thrower – Your staff also can shoot a bolt of energy of the type listed doing 3d8 damage, with range 4/, and imposing the status. The burn cost is only imposed when you fire the bolt / x1 / +4B / 10P * Proc +1 / x2 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Nuke | Vm | C | 20 | -- | -- | -- | 0 | * Once per combat, you can add as many adders as you like to an attack | * Uses +1 / x2 / -- / 10P |
| Offensive Stance | N | T | 10 | -- | -- | Self | 0 | * You get +1 to hit and +2 damage but take -1 to all defenses | * None |
| Retaliate | T | N | 20 | -- | -- | Self | E | * When you are hit, you can spend an energy and take an immediate free counterattack | * None |
| Staff Block | D | N | 20 | -- | -- | Self | 2 | * Block +2 * Bonus Block(1) | * None |
| Staff Choke | Amt | A | 20 | -- | 0 | 1 tgt |  | * Grapple opponent * 1d6 + Skill Penetrating Choking Damage * Muscle +4 to hold grapple |  |
| Staff Strike | Amt | A | 20 | -- | 0 | 1 tgt | 3 | * 2d6 + Muscle Physical Bash Damage * Reach(2) * Prone(3) |  |
| Sweep | Vm+ | C | 10 | -- | -3 | 2+ tgt | 1 | * You may take a -3 accuracy to make a melee attack against two adjacent enemies | * Enemies +1 / x1 / +1B / 10P |
| Thrust | Am+ | + | 20 | -- | -3 | 1 tgt | 2 | * +1d6 Physical Bash Damage * Daze (Muscle, Toughness) * Pierce(2) |  |
| Totem Stance | N | T | 20 | -- | -- | -- | 1 | * For each round you remain in your current hex you get +1 accuracy and +2 damage * Stacks up to 3 times * Resets once you move, or are moved from your hex | * None |
| Trip | Am+ | + | 20 | -- | 0 | 1 tgt | 1 | * Prone(3) |  |
| Vault | M | M | 20 | -- | -- | Self | 1 | * Jump 9 * Your vertical jump is equal to your full jump instead of just ½ |  |
| Wade In | T | N | 10P | -- | -- | Self | 0 | * You can make a 1 hex move after attacking as long as you end up next to an enemy | * Wade II – You can make a ½ move when you wade in / x1 / 1B / 10P |