Stretching

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Flexible | MR+3 | MS+2 | RS+2 | RS+3 | CP+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| 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 |
| Bind | Amt | A | 20 | -- | -- | 1-3 tgt | 2 | * Grab target and hold with +6 Muscle * Each target held costs 2 burn * Can hold up to three enemies at one time – one with each arm, and another with your body * Holding one target gives you -1 Accuracy, -1 Defense, -1 Move * Holding two targets is -2 Accuracy, -2 Defense, -2 Move * Holding three targets means you cannot move, you have -3 Defense, and you can no longer attack | * Hold More – Penalties for holding targets is reduced by one target. You can hold up to 4 targets / x1 / +1B / 20P * Muscle / x3 / +1B / 10P * Restraining Grasp – Grabbed targets are automatically Restrained / x1 / +1B / 20P |
| Blockade | Ap | R | 20 | 0 | -- | 1-5 hexes | 4 | * Used when someone moves through a hex that is within ½ your stretching distance * You stretch across the hex and stop them (Muscle, Reflex) | * Save DL +2 / x3 / +1B / 10P |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Flexible | R | N | 30 | -- | -- | Self | 0 | * Armor 4/0/0 * Resist Smashing(1) * Immune to Fall Damage * Immune to Knockback Damage | * Armor / x3 / -- / 10P * Resist +1 / x2 / -- / 20P |
| Extrude | U | E | 20 | -- | -- | Self | 4 | * Can extrude through small openings * Can escape grapples with +10 Muscle * Can escape from any entangle with gaps |  |
| Hit and Run | V | C | 20 | -- | -- | Self | E | * Spend an energy and you can take a ½ move after attacking | * None |
| Human Shield | Vmr | C | 10 | -- | -- | Self | E | * If you have a grappled opponent, you can spend an energy to block attacks using your Block skill * Any attacks blocked in this fashion hit the grappled target instead | * None |
| Improved Disengage | V | C | 20 | -- | -- | Self | 0 | * When you disengage, your opponent gets no bonus to his attack | * Disengaged – You get +2 defense when you disengage / x1 / -- / 20P * Elusive – You never take disengage attacks (req. Disengaged) / x1 / -- / 20P |
| Omni Arm | U | N | 10 | -- | -- | Self | M | * Can turn your arms/hands into tools * Cannot create power for power tools |  |
| Sacrifice Cover | D | R | 20 | 0 | -- | 1-5 hexes | 6 | * Protect a number of hexes equal to ½ your Stretching distance * Until the end of the round, all attacks into those hexes hit you instead | * Heroic Cover – Bonus Armor 2/0/0 when covering / x3 / +1B / 10P |
| Shape | U | E | 20 | -- | -- | Self | M | * Can change your shape to mimic most inanimate objects * Can be spotted with a Search check |  |
| Stretching | M/U | M | 20 | 10 | -- | Self | 1 | * Can use Muscle at 10 hex range * Can move up to 10 hexes as a move action * Must end your move on a surface, or hanging onto something |  |
| Sweep | Vm | C | 10 | -- | -- | 2-3 tgt | 1 | * You may take a -3 accuracy to make a melee attack against two adjacent enemies | * Enemies +1 / x1 / +1B / 10P |
| Whip Punch | A+ | + | -- | -- | -- | 1 tgt | 1 | * +1d8 damage |  |