Super Strength

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Juggernaut | MS+2 | ST+4 | RS+0 | RT+2 | PT+2 |
| Titan | MS+4 | MS+3 | RS+2 | RS+1 | CP+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Block | T | N | 10 | -- | -- | Self | 0 | * Your block skill increases by 1 | * None |
| Bull Rush | Am+ | + | 20 | -- | -4 | 1 tgt | 2 | * Attack can be made at end of full move * +1d10 Physical Damage * Extra Knock(2) | * None |
| Cleave | Vm | C | 10 | -- | -- | Self | 0 | * Cleave(11) * When you down a foe with a melee attack, you may spend an energy to make a ½ move and attack a second time. Downing an opponent with an x or more on your attack die waives the energy cost | * Proc +1 / x3 / -- / 10P |
| Environmental Weapons | A+ | + | 30 | ? | -2 | ? | 3 | * Can pick up objects and use them to augment your attack * Attack now takes a full round to complete   + Alternately, you can take ½ action to pick up an object and a ½ action on a subsequent round to attack with it * Possible uses are   + Add 1 die to melee attack, not to exceed your Muscle die   + Make melee attack into area attack of 1 adjacent hex (Reflex, Skill)   + Use melee attack at range but all damage is reduced by 1 die step * After successful attack, item breaks on 6/12 | * None |
| Fight with Wild Abandon | T | N | 10 | -- | -- | Self | 0 | * You take -1 to all defenses * You get +2 to damage | * None |
| Foot Stomp | Ap | A | 20 | -- | -- | 2 rad | 6 | * 2d8 + Muscle Physical Damage * Knock(3) * Daze * Reflex, Toughness save to avoid all effects | * Burn -1 / x3 / +0B / 10P * Dmg Die / x3 / +1B / 10P * Knock +1 / x1 / +1B / 10P * Radius +1 / x2 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Immovable | D | N | 20 | -- | -- | Self | 0 | * Resist Knockback(1) * Resist(1) vs. Anything that moves you against your will | * Resist +1 / x2 / +0B / 20P |
| Impactful Stance | N | T | 20 | -- | -- | Self | 1 | * When you perform a melee attack and do an impact effect, you get 1d3 Burn Reduction | * Die Step / x2 / +0B / 20P |
| Kinetic Siphon | T | N | 20 | -- | -- | Self | 0 | * When you knock someone, you get Burn Reduction equal to the number of dice that knocked | * None |
| Near Miss | A+ | + | 20 | -- | 0 | 1 tgt | 2 | * If you miss your target, you still do 1d4 penetrating damage | * 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 |
| Offensive Stance | N | T | 10 | -- | -- | Self | 0 | * You get +1 to hit and +2 damage but take -1 to all defenses | * None |
| Stunning Blow | A+ | + | 20 | -- | -2 | 1 tgt | 3 | * Stun (Toughness) | * Burn -1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Super Leap | M | M | 20 | -- | -- | Self | 1 | * Leap 12 | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P |
| Super Punch | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 2d10 + Muscle Physical Damage * Knock(3) | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Knock +1 / x1 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P |
| 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 |
| 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 |