Super Toughness

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Bulwark | MS+4 | ST+3 | MS+2 | RS+0 | PT+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bodyguard Stance | N | T | 10 | -- | -- | 1 ally | 0 | * You may give an adjacent ally +2 to his defenses by taking -1 to yours | * None |
| Defensive Stance | N | T | 10 | -- | -- | Self | 0 | * You take -1 Accuracy and -2 Damage * You get +2 Defense | * None |
| Environmental Protection | D | N | 10 | -- | -- | Self | 0 | * Choose one type of effect * Immune to normal effects of this type * Resist(1) vs. powers of this type * Choices are Aging, Cold, Earth, Electricity, Fire, Gasses, Radiation, Toxins, Vacuum (and other effects at the GM’s description) * Can be bought multiple times for different damage types | * Resist +1 / x2 / -- / 20P |
| Grit Teeth | V | C | 20 | -- | -- | Self | E | * Spend an energy and you can immediately shake off a daze, stun or choke effect | * None |
| Incredible Recovery | T | N | 20 | -- | -- | Self | 0 | * Your recovery dice are 2d6 | * Die Step / x2 / -- / 20P |
| Invulnerable | R | N | 30 | -- | -- | Self | 0 | * Armor 6/6/0 | * Armor / x3 / +0B / 10P * Resist Pierce(1) / x2 / +0B / 10P |
| Juggernaut | V | C | 20 | -- | -- | Self | 0 | * In any given combat round, when first attacked, you have the option to lower your defenses by 2 and gain +3 to your physical and energy AV instead | * None |
| Rage | B | C | 20 | -- | -- | Self | E | * When you are hit, burn an energy and gain Damage +1d3 * Lasts rest of battle | * Die Step / x2 / +1B / 20P |
| Resolute | T | N | 10 | -- | -- | Self | 0 | * Your hit points are calculated based on your full Power instead of just half | * None |
| Retaliate | T | N | 20 | -- | -- | Self | E | * When you are hit, you can spend an energy and take an immediate free counterattack | * None |
| Revenant | V | C | 20 | -- | -- | Self | E | * When you are defeated, you may spend 1 energy to keep fighting for one more round * Each round, you may spend energy to fight on * Any time you take 6 or more points of damage when you are defeated, you lose 1 energy | * Dmg Threshold +3 / x3 / -- / 10P |
| Sacrificial Move | V | C | 20 | -- | -- | 1 atk | 0 | * If you are within a ½ move of an enemy attack on an ally, you can choose to burn an energy and interpose yourself and get hit instead of the ally | * None |
| Steely | B | C | 20 | -- | -- | Self | E | * When you are hit, you can burn an energy and gain Armor +1d2 (Both Physical and Energy, no Mental) * Lasts rest of battle | * Die Step / x2 / +1B / 20P |
| Strong Jaw | V | C | 20 | -- | -- | -- | E | * Once per combat, when hit by an attack (but before damage is rolled), you can spend one energy to ignore the effects of that attack | * None |
| Taunt | Ar | H | 20 | 10 | -- | 1 tgt | 4 | * Taunt (Charisma, Wit) | * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |