Wind Control

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Clear Head | MS+0 | MR+2 | PR+3 | RS+3 | PR+2 |
| Tempest | MS+0 | MS+2 | PS+4 | RS+3 | CP+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Call Winds | U | A | 20 | -- | +2 | 50 rad | M/2 | * Create gusty winds (30-50 mph) * Can move objects, sail ships, etc. * Can knock people over (Muscle+8) * Might require to-hit roll at GM’s discretion | * Area x2 / x3 / +0B / 10P * Burn -1 / x1 / +0B / 10P * Save DL +2 / x3 / +1B / 10P * Wind Rider – You can use this power as a Self power to give yourself Fly +6 / x1 / +0B / 20P |
| Careless | T | N | 10 | -- | -- | Self | 0 | * You take no penalty when firing into melee, but your chance to hit allies in 4/12 | * None |
| Crosswind | U | H | 20 | 20 | -- | 8 rad | 2 | * Dispel gas clouds and negate gas attacks (5/12) * Physical Ranged Attacks get Accuracy -2 | * Burn -1 / x3 / -- / 10P * Proc +1 / x3 / +0B / 10P |
| 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 |
| Foul Air | Ars | A | 20 | 5/ | 0 | 1 tgt | 7 | * 2d6 Penetrating Gas Damage * Target is immune if their breathing is self-contained | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Step / x3 / +1B / 10P * Dmg Step / x3 / -2A / 10P * Range +1 / x3 / +0B / 10P |
| Gas Immune | D | N | 20 | -- | -- | Self | 0 | * Immune to environmental effects that require you to breathe (drowning, smoke inhalation) * Resist Gas(1) * Do not need to breathe | * Resist +1 / x2 / +0B / 20P |
| Hurricane | Ap | T | 20 | -- | -- | 2 rad | 4 | * 3d6 Physical Wind Damage (Muscle) * Knock(3) * Physical Ranged Attacks get Accuracy -2 | * Accuracy -1 / x2 / +1B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Step / x3 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P |
| 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 |
| Point-Blank Shot | Vr | C | 10 | -- | -- | -- | 0 | * If you fire a ranged attack from within the first range band, you get a +1 to-hit and +1 damage/die | * None |
| Pure Air | H | A | 20 | 20 | -- | 1 ally | 6 | * 1d4 Heal * 1d4 Burn Reduction * Target gets immediate save against Choke, Daze, Stun | * Burn -1 / x3 / +0B / 10P * Burn Step / x3 / +1B / 10P * Heal Step / x3 / +1B / 10P |
| Quick Draw | T | N | 10 | -- | -- | Self | 0 | * Your missile attacks give you +2 initiative * If you attack someone with a lower initiative than you, you get +1 Accuracy | * None |
| Ride the Winds | M | M | 20 | -- | -- | Self | 1 | * Fly 15 * Dodge +1 vs. Physical Missiles | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P |
| Shifty | V | C | 10 | -- | -- | Self | E | * Spend an energy to take a free 1 hex move at any time | * Improved – Move becomes ½ move / x1 / -- / 10P |
| Wind Blast | Ars | A | 20 | 5/ | 0 | 1 tgt | 6 | * 2d8 + Power Physical Wind Damage * Knock(3) * Extra Knock(2) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Knock +1 / x1 / +1B / 10P * Knock Dice +1 / x2 / +1B / 10P |
| Wind Form | U | T | 30 | -- | -- | Self | M/4 | * Desolid * Invisible | * Burn -1 / x3 / +0B / 10P |
| Wind Guardian | R | T | 20 | -- | -- | Self/Ally | 1 /2 | * Armor 4/0/0 * Dodge +1 vs. Physical Missiles * Add a single Free Block (15) into your defense sequence | * Armor / x3 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Block +2 / x3 / +1B / 10P |