Immortal Blood

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Angel | MS+3 | PS+3 | PW+1 | PS+0 | CP+3 |
| Devil | PR+2 | RS+0 | RW+2 | RS+3 | CW+3 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Armor of the Righteous | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/3 * Mental Saves +2 | * Armor / x3 / +0B / 10P * Resist Pierce(1) / x2 / +0B / 10P |
| Auto Hit | T | N | 20 | -- | -- | Self | 0 | * If you roll 12 on your attack roll, you automatically succeed regardless of the opponent’s score | * Auto +1 / x2 / -- / 20P |
| 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 |
| Blessed Defense | T | N | 10 | -- | -- | Self | 0 | * Your base defense increases to 10 | * Defense +2 / x5 / -- / 20P |
| Command | At- | A | 20 | 8 | 0 | 3 rad | 8 | * Follow a simple command (Charisma+2, Power+2) * Works automatically on non-combatants and lasts the entire scene * Combatants get an ongoing save as normal | * Radius +1 / x2 / +1B / 10P * Range +2 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Courage of the Faithful | B | T | 20 | -- | -- | 7 rad | 1 | * Allies get Saves +2 * You do NOT get this bonus | * Martyr – Allies get Saves +4; you get Saves -2 / x1 / +1B / 10P |
| Divine Aegis | B | T | 20 | -- | -- | Self | 2 | * Armor 2/2/2 | * Armor / x2 / +1B / 10P * Burn -1 / x3 / +0B / 10P * Tower of Grace – Power becomes 2 rad / x1 / +2B / 10P |
| Divine Aura | Ap | T | 20 | -- | -- | 2 rad | 2 | * You exude an aura appropriate to your heritage   + Angelic – Allies get Armor 1/1/1 and Defense +1   + Chaos – Pit Call(2)   + Demonic – Choking (Power, Toughness)   + Devilish – 3d4 Energy Fire Damage   + Nature – Allies get Heal 1d3 and Burn Reduction 1   + Thunderous – 3d4 Energy Electric Damage   + Trickster – Enemies take Saves -2 * All attacks are Knock(0) * Other effects are possible at the GM’s discretion | * None |
| Divine Presence | T | N | 20 | -- | -- | Self | 0 | * Charisma +2 * Enemies who try to attack you are Smitten (Charisma, Power) | * Save DL +2 / x3 / +1B / 10P |
| Exceptional DNA | T | N | 10 | -- | -- | Self | 0 | * You start the game with 2 super stat slots open * You have 6 super stat slots max * You can double-up two super stats | * None |
| Lay on Hands | H | A | 20 | 0 | -- | 1 tgt | E | * 2d6 Heal | * Heal Die Step / x2 / +0B / 10P |
| 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 +2 / x3 / -- / 10P |
| Smite | Amt | A | 20 | -- | 0 | 1 tgt | 3 | * 2d8 + Muscle Physical Slash Damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / +0B / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Strong Jaw | V | C | 20 | -- | -- | -- | -- | * 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 |
| 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 |
| Tank | T | N | 20 | -- | -- | Self | 0 | * Hit Points +4 | * More Hits – Hits +4 / x3 / +0B / 20P |
| Wings | M | M | 20 | -- | -- | Self | 1 | * Flight 12 * +1 defense | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P |