Leech

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Drain Energy | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * Target gains 1d6 Burn * Your burn is reduced by a like amount |  |
| Drain Health | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 2d4 Penetrating Psychic Damage * 2d4 Self Heal |  |
| Drain Stat | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * Power affects a stat chosen at purchase * Target is Drained (1d6) * Your stat is increased by a like amount |  |
| Fatigue | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * Winded(3) (Reflex, Toughness) |  |
| Killing Blow |  |  |  |  |  |  |  |  |  |
| Mimic | U | N | 30 | -- | -- | 1 tgt | M | * You can absorb the essence of a defeated foe * You steal your victim’s appearance and powers and change between your form and his in a ½ action * Your victim can still use his powers, but is Chilled until he saves * Being absorbed has an ongoing (Charisma, Power) save, but you get one save each day and the save bonus never increases |  |
| Steal Power | Amt | A | 20 | -- | 0 | 1 tgt | 6 | * You steal one of your victim’s powers (Charisma, Power) * The power is chosen from those which have been used by the victim in this combat |  |
| Vigor Siphon | Ap | A | 20 | -- | 0 | 2 rad | 6 | * Chilled (Reflex, Toughness) * You get +1 to all rolls for each enemy Chilled who is adjacent to you | * Burn -1 / x3 / +0B / 10P * Energy Siphon – You also gain 1 burn reduction/Chilled enemy adjacent to you / x1 / +1B / 20P * Health Siphon – You also gain 1 hit point/Chilled enemy adjacent to you / x1 / +1B / 20P * Save DL +2 / x3 / +1B / 10P |
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