Lightning Control

Fighting Profiles

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

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Become Bolt | M | M | 20 | -- | -- | Self | 1 | * Teleport 12 * Can do full move in half action | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P |
| Chain Lightning | Ar | A | 20 | 20 | -- | 1+ tgt | 8 | * 3d8 Energy Electric Damage (Reflex, Skill) * Chains to other targets 11/12 * Each hex traversed by the bolt reduces the chance by 1 * Once the roll fails, the bolt stops chaining * Max targets 5 | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Max Targets +3 / x1 / -- / 10P * Reliable Chain – The first chain miss does not end the chain / x1 / -- / 10P |
| Conduction | M | M | 20 | -- | -- | Self | 1 | * Flight 20 * Only to travel along wires or other conductors | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P |
| Drain Energy | U | F | 20 | -- | -- | Self | 0 | * If you can draw from batteries, or the power grid, you can spend a full round to gain 1 Energy | * None |
| Electric Shield | R | T | 20 | -- | -- | Self | 1 | * Armor 0/4/0 * Armor applies to physical attacks vs. metal attacks | * Armor / x3 / +0B / 10P |
| Electrify | Am | A | 20 | -- | -- | 2 rad | M | * Electrify a conductive object/surface so that when someone touches it, it explodes, hitting all targets within a hex * 3d10 Energy Electric Damage (Reflex, Skill) |  |
| EMP | Ats | A | 20 | 5/ | 0 | 4 rad | 9 | * Disables any device that relies on electronics, or electrical power * 3d12 Penetrating Electrical Damage to robots, and characters with non-shielded electronics |  |
| Lightning Field | Ap | T | 20 | -- | -- | 2 rad | 4 | * 2d8 Energy Electric Damage * Pierce(12) vs. Metal Armor * Dazed (Reflex, Skill) | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Radius +1 / x2 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Lightning Shot | Vr | C | 20 | -- | -- | Self | 0 | * Once per combat, you may use a missile attack as a free action that does not end your turn. You can still only take a single attack in any given round. | * Uses +1 / x2 / -- / 20P |
| Lightning Strike | Ars | A | 20 | 5/ | -1 | 1 tgt | 6 | * 2d10 + Power Energy Electric Damage * Pierce(12) vs. Metal Armor * Dazed (Reflex, Skill) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Fast +1 / x3 / +0B / 10P * Pierce +1 / x3 / +0B / 10P * Range +1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Line of Fire | T | N | 10 | -- | -- | Self | 0 | * If you miss your target with a ranged attack, the attack continues on and you must attack the second person in the line of fire, then the third, etc. * The attack continues until it hit someone, a barrier, or flies off the map | * 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 |
| 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 |
| Reflexive | T | N | 20 | -- | -- | Self | 0 | * You can substitute Reflex for one other save stat Muscle, Skill, or Toughness | * Another Stat / x2 / -- / 20P |
| Splash | Ar+ | + | 30 | -- | -- | 2 rad | 2 | * Your missile attacks gain a small area component * When you damage a target with your attack, you also do ½ damage to adjacent characters | * None |