Nanobot Manipulation

Fighting Profiles

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| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Adaptive Armor | R+ | T | 30 | -- | -- | Self | 4 | * Any armor you have can be shifted between physical and energy armor | * Burn -1 / x2 / +0B / 10P |
| Construct |  |  |  |  |  |  | E | * Summon? |  |
| Extrude | U | E | 20 | -- | -- | Self | 4 | * Can extrude through small openings * Can escape grapples with +10 Muscle * Can escape from any entangle with gaps | * None |
| Machine Interface |  |  |  |  |  |  |  | * Proficient in Computer, Electronics or using vehicles/tools with such parts * Skill +4 | * None |
| Nano Armor | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / +0B / 10P |
| Nano Blade | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 3d6 Physical Stab Damage * You can sacrifice any armor you have until the beginning of your next action to gain a damage boost of (Armor/2) * Knock(0) |  |
| Nano Heal |  |  |  |  |  |  | 6 | * You sacrifice any armor you have until the beginning of your next action * Self-Heal 1d6 + (Armor/2) |  |
| Nano Wall | U | A | 20 | 10 | -- | 3 hex | 6/1+ | * Wall with 3 hexes and 20 hit points/hex * Wall has no armor unless the caster sacrifices his own armor to create adaptive armor for the wall * Burn 1/hex to keep the wall up each round |  |
| Omni Arm | U | N | 10 | -- | -- | Self | M | * Can turn your arms/hands into tools * Cannot create power for power tools | * None |
| Stretching | M/U | M | 20 | 12 | -- | Self | 1 | * Can use Muscle at 8 hex range * Can move up to 8 hexes as a move action * Must end your move on a surface, or hanging onto something | * Burn -1 / x3 / +0B / 10P * Stretch / x3 / +1B / 10P |