Snake Powers

Fighting Profiles

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

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bark Skin | R | N | 20 | -- | -- | Self | 0 | * Armor 4/2/0 |  |
| Brambles | At | A | 20 | 10 | -- | 4 rad | 3 | * Creates a zone of brambles * Move costs double * Dodge -1 * Snare (1d4) * Stuck on ground, can’t jump or fly out of this zone once you touch the ground |  |
| Camouflage | U | T | 20 | -- | -- | Self | 1 | * Proficient in Stealth * Stealth +4 |  |
| Entangling Vines | Ars | A | 20 | 3/ | 0 | 1 tgt | 6 | * Armor 4/2/0 & 4d8 Entangle |  |
| Pheromones | N | T | 20 | 0 | 0 | 3 rad | 4 | * Smitten (Charisma, Power) |  |
| Photosynthesis | T | N | 20 | -- | -- | Self | 0 | * Burn -1 * Self-Heal 1d4 * Power activates each round if you are in sunlight, or bright light that is equivalent * This power does not work once you are defeated |  |
| Spore Cloud | At | A | 20 | 10 | -- | 3 rad | 4 | * Choking (Toughness) * When you leave the cloud, the effect lasts one more round |  |
| Thorns | A+ | + | 20 | -- | -- | Self | 2 | * Damage +1d8 |  |
| Venom | A+ | + | 20 | -- | -- | -- | 2 | * Envenomed (Toughness) | * Save DL +2 / x3 / +1B / 10P |
| Vine Slash | Amt | A | 20 | 6 | 0 | 1 tgt | 5 | * 2d6 + Muscle or Skill Physical Slash Damage * Reach(6) * Bleed(3) |  |
| Wall of Wood | U | H | 20 | -- | -- | 3 hex | M | * 3 hex wall * 40 Hit Points/hex * 15 Muscle |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |