Snake Powers

Fighting Profiles

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|  | Strike | Block | Shoot | Dodge | Zap |
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Special Mechanics

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| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
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| Pheromones | Def | N | Direct | 0” | -- | 9” diameter | 3r | * Anyone entering the area of this power must save or be smitten (WIL, CHA 20) | 10 |
| Spore Cloud | Att | A | Area | 10” | -- | 9” diameter | 4r | * Create an area of spores * Anyone entering the region must save or be Choking (TOU 20) * Choking effect lasts 1 round after leaving the cloud | 10 |
| Thorns | Att+ | A | Touch | -- | 0 | 1 target | 3u | * +1d8 damage | 10 |
| Venom | Att+ | A | Touch | -- | 0 | 1 target | 3u | * Envemoned (TOU 18) | 10 |
| Vine Slash | Att | A | Touch | 6” | 0 | 1 target | 5u | * (STR or DEX) + 1d8 melee attack * Stretches up to 6” * Bleed(3) | 10 |
| Wall of Wood | Utl | M | Direct | 20” | -- | 4 hex wall | 6u | * 3 hex wall of plants with 60 hit points * Wall has 10+ STR (500 kg) | 10 |

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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) |  |
| Spore Cloud | At | A | 20 |  |  |  |  |  |  |
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