Super Speed

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Speedster | MR+3 | MS+1 | RS+1 | RS+5 | PR+0 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Blazing Speed | M | M | 20 | -- | -- | Self | 1 | * Run 24 * Jump gets a bonus of 1/3 the distance of your run-up before jumping * Can run over surfaces such as water, sand, quicksand, etc. as long as you keep moving * Can run up walls as long as you keep moving |  |
| Blur | D | T | 20 | -- | -- | Self | 1 | * Defenses +2 |  |
| Drag | Ap | C | 30 | -- | -- | ? | 6 | * You attack as part of a full move * All characters adjacent to the path of a straight-line move segment are affected * Victims are dragged up to 2d6 hexes in the direction of the move (Muscle, Reflex) as though they were knocked back * Victims cannot be dragged further than the length of the straight-line move |  |
| Fast Action | U | N | 10 | -- | -- | Self | 0 | * Perform mundane tasks 5x more quickly |  |
| Flurry | Amt | M | 20 | -- | -2 | 3 tgt | 6 | * 2d6 + Reflex Physical Damage * Knock(0) * Can attack 3 times against up to 3 different targets |  |
| Flying Fists | Am+ | + | 20 | -- | -2 | -- | 3 | * Attack becomes Burst Fire * Roll 3 attack dice vs. your opponent’s defense |  |
| Haste | B | T | 30 | -- | -- | Self | 1 | * Initiative +3 * Haste(2) | * Burn -1 / x3 / -- / 10P * Haste +1 / x3 / +1B / 10P |
| Hit and Run | V | C | 20 | -- | -- | Self | E | * Spend an energy and you can take a ½ move after attacking |  |
| Hyper Metabolism | T | N | 10 | -- | -- | Self | 0 | * Haste(1) | * None |
| Incredible Recovery | T | N | 20 | -- | -- | Self | 0 | * Your recovery dice are 2d6 | * Die Step / x2 / -- / 20P |
| Improved Disengage | V | C | 20 | -- | -- | Self | 0 | * When you disengage, your opponent gets no bonus to his attack | * Disengaged – You get +2 defense when you disengage / x1 / -- / 20P * Elusive – You never take disengage attacks (req. Disengaged) / x1 / -- / 20P |
| Piercing Shot | A+ | + | 20 | -- | -- | Self | 1 | * Pierce(2) | * None |
| Ram Attack | Amt | A | 20 | -- | -4 | Self | 6 | * 2d8 + Muscle physical damage * Knock(3) * If used at the end of a full move, add 2d8 physical damage * If used at the end of a full move, attacker takes ½ damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10 * Knock +1 / x1 / +1B / 10P |
| Shifty | V | C | 10 | -- | -- | Self | E | * Spend an energy to take a free 1 hex move at any time | * Improved – Move becomes ½ move / x1 / -- / 10P |
| Take Action | V | C | 20 | -- | -- | Self | E | * Once per combat, burn an Energy to instantly take an action as a free action which does not affect your normal action in any way |  |