Wind Control

Fighting Profiles

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

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Call Winds | U | A | 20 | -- | +2 | 50 rad | M/2 | * Create gusty winds (30-50 mph) * Can move objects, sail ships, etc. * Can knock people over (Muscle+8) * Might require to-hit roll at GM’s discretion |  |
| Crosswind | U | H | 20 | 20 | -- | 8 rad | 2 | * Dispel gas clouds and negate gas attacks (5/12) * Physical Ranged Attacks get Accuracy -2 |  |
| Foul Air | Ars | A | 20 | 5/ | 0 | 1 tgt | 8 | * 2d6 Penetrating Gas Damage * Target is immune if their breathing is self-contained |  |
| Gas Immune | D | N | 20 | -- | -- | Self | 0 | * Immune to environmental effects that require you to breathe (drowning, smoke inhalation) * Resist Gas(1) * Do not need to breathe |  |
| Hurricane | Ap | T | 20 | -- | -- | 2 rad | 4 | * 3d6 Physical Wind Damage * Knock(3) * Physical Ranged Attacks get Accuracy -2 |  |
| Pure Air | H | A | 20 | 20 | -- | 1 ally | 6 | * 1d4 Heal * 1d4 Burn Reduction * Target gets immediate save against Choke, Daze, Stun |  |
| Ride the Winds | M | M | 20 | -- | -- | Self | 1 | * Fly 15 * Dodge +1 vs. Physical Missiles |  |
| Wind Blast | Ars | A | 20 | 5/ | 0 | 1 tgt | 6 | * 2d8 + Power Physical Wind Damage * Knock(3) * Extra Knock(2) |  |
| Wind Form | U | T | 30 | -- | -- | Self | M/4 | * Desolid * Invisible |  |
| Wind Guardian | R | T | 20 | -- | -- | Self/Ally | 1 /2 | * Armor 4/0/0 * Dodge +1 vs. Physical Missiles |  |