Adders

All adders in lists.

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Bull Rush | Am+ | + | 20 | -- | -4 | 1 tgt | 2 | * Attack can be made at end of full move * +1d10 Physical Damage * Extra Knock(2) | * None |
| Chilling Revelation | A+ | + | 20 | -- | -- | -- | 2 | * Chill (Charisma, Power) | * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Choke | Am+ | + | 20 | -- | 0 | 1 tgt | 2 | * If you have a hold on someone, the damage you do becomes penetrating * Characters with neck armor or no need to breathe are immune | * None |
| Diamond Fist | Am+ | + | 20 | -- | -- | Self | 2 | * Your melee attacks get +1 damage/die * Pierce(3) * Knock+1 |  |
| Dirty Claws | Am+ | + | 20 | -- | 0 | -- | 1 | * Impair(1) (Toughness) |  |
| Elemental Staff | Am+ | + | 20 | -- | -- | Self | 1 | * Your staff gets one bonus based on an element chosen when the power is purchased * Air – Knock(3) * Earth – Slow(1) (Skill) * Fire – Ignite(2) * Ice – Chill(1) (Power) | * Bolt Thrower – Your staff also can shoot a bolt of energy of the type listed doing 3d8 damage, with range 4/, and imposing the status. The burn cost is only imposed when you fire the bolt / x1 / +4B / 10P * Proc +1 / x2 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Empathic Wave | A+ | + | 20 | -- | -- | 3 cone | 4 | * Power becomes a 3 hex cone * You must roll to hit each target separately |  |
| Environmental Weapons | A+ | + | 30 | ? | -2 | ? | 3 | * Can pick up objects and use them to augment your attack * Attack now takes a full round to complete   + Alternately, you can take ½ action to pick up an object and a ½ action on a subsequent round to attack with it * Possible uses are   + Add 1 die to melee attack, not to exceed your Muscle die   + Make melee attack into area attack of 1 adjacent hex (Reflex, Skill)   + Use melee attack at range but all damage is reduced by 1 die step * After successful attack, item breaks on 6/12 | * None |
| Festering Wounds | Am+ | + | 20 | -- | 0 | -- | 1 | * If your attack inflicts a bleed, impair, or wound effect, your target suffers Festering | * None |
| Flying Fists | Am+ | + | 20 | -- | -2 | -- | 3 | * Attack becomes Burst Fire * Roll 3 attack dice vs. your opponent’s defense | * None |
| Force Multiplier | A+ | + | 20 | -- | -- | Self | 2 | * Knock(1) * Extra Knock(1) | * None |
| Frostbite | A+ | + | 20 | -- | -- | Self | 1 | * If this attack hits an opponent that is already Chilled, it does +2 damage | * Damage +1 / x3 / +0B / 10P |
| Go for the Throat | Am+ | + | 20 | -- | -- | Self | 3 | * +1d8 physical damage * Pierce(4) * Can be used against prone, dazed, or stunned opponents | * Easy Target – Can use against restrained, slowed, and snared opponents / x1 / +0B / 10P * Pierce +1 / x3 / +0B / 10P |
| Horrifying Glimpse | A+ | + | 20 | -- | -- | 1 tgt | 2 | * +1d4 Psychic Damage * Can be applied to attacks that do no psychic damage, but if so, damage is applied separately against any psychic armor the target might have | * Burn -1 / x3 / -- / 10P * Dmg Step / x3 / +1B / 10P |
| Leg Lock | Am+ | + | 20 | -- | 0 | 1 tgt | 2 | * If you do damage to someone you are holding they gain the Crippled(1) status (Toughness) | * Bone Breaker – When you apply Crippled to the target, he also gets Pained (1d4, ground movement) / x1 / 1B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Restraining – As long as you maintain this attack, the target is Restrained / x1 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Melee Weapon | A+ | A | 20 | -- | -- | Self | 2 | * Damage +1d6 * Device | * Die Step / x3 / +0B / 10P |
| Melting Attack | A+ | + | 20 | -- | -- | 1tgt | 2 | * Dissolve Physical (1) |  |
| Near Miss | A+ | + | 20 | -- | 0 | 1 tgt | 2 | * If you miss your target, you still do 1d4 penetrating damage | * None |
| Newtonian | Ar+ | + | 20 | -- | -- | -- | 2 | * Attack also pushes you back 1 hexes * This move does not provoke disengages | * Burn -1 / x3 / -- / 10P * Move +1 / x3 / +1B / 10P |
| Omni Arrow | Ar+ | + | 30 | -- | -- | -- | 1 | * Choose up to two different effects to carry with you into battle * You can change effects when you return to your base of operations * Armor Piercing – Pierce(2) * Broadhead – Damage +2 and Bleeder(4) * Crippling – Crippled (Toughness) * Fire – Damage +1 and Ignite(3) * Ice – Chill (Toughness) * Poison – Sickened (Power, Toughness) * Shock – Daze (Power, Toughness) | * Effect +1 / x2 / +0B / 10P |
| Piercing Shot | A+ | + | 20 | -- | -- | Self | 1 | * Pierce(2) | * None |
| Pin | Am+ | + | 10 | -- | -- | Self | 2 | * +8 Muscle to holds | * +4 MUS /x2/ -- /10P |
| Rebound | Am+ | + | 20 | -- | -2 | 1 tgt | 3 | * Can make melee attack after full move * Extra Knock(3) * You take a ½ move in a random direction as knockback | * Burn -1 / x2 / -- / 10P |
| Repulson Beam | Ar+ | + | 20 | -- | -- | Self | 1 | * Knock(1) | * Burn -1 / x2 / -- / 10P * Knock Die(1) / x1 / +1B / 10P * Knock +1 / x2 / +1B / 10P |
| Resonance | A+ | + | -- | -- | -- | -- | 1 | * Power affects desolid and intangible characters * Entangle or Wall blocks teleportation |  |
| Rot | A+ | + | 20 | -- | -- | 1 tgt | 2 | * Ignite(2) Decay | * None |
| Sharp | A+ | + | 20 | -- | -- | -- | 1 | * Bleeder(2) |  |
| Shield Edge | Am+ | + | 20 | -- | 0 | 1 tgt | 2 | * +1d6 Physical Damage * Daze (Muscle, Toughness) |  |
| Signature Move | Am+ | + | 20 | -- | -- | Allies | 2 | * When you hit with this attack, all allies within 10 hexes gain one of this power’s bonuses   + Accuracy +1   + Defense +1   + Heal 1d3   + Burn Reduction 1 * You choose which bonus is applied when you do the attack * All allies take the same bonus, which is either immediate, or lasts for their next action | * None |
| Slowing Shot | A+ | + | 20 | -- | -- | Self | 1 | * If this attack hits an opponent that is already Chilled, it applies an additional Slow(1) | * None |
| Splash | Ar+ | + | 30 | -- | -- | 2 rad | 2 | * Your missile attacks gain a small area component * When you damage a target with your attack, you also do ½ damage to adjacent characters | * None |
| Stunning Blow | A+ | + | 20 | -- | -2 | 1 tgt | 3 | * Stun (Toughness) | * Burn -1 / x3 / +0B / 10P * Save DL +2 / x3 / +1B / 10P |
| Sulfurous Blood | A+ | + | 20 | -- | -- | Self | 1 | * Adds Ignite(3) to attacks | * None |
| Sweeping Ray | Ar+ | + | 20 | -- | -- | Self | 2 | * Ranged attack becomes a ray that can be swept over three adjacent hexes * Each target must be hit separately | * Hexes +1/ x2 / +1B/ 10P |
| Thrust | Am+ | + | 20 | -- | -3 | 1 tgt | 2 | * +1d6 Physical Bash Damage * Daze (Muscle, Toughness) * Pierce(2) |  |
| Trip | Am+ | + | 20 | -- | 0 | 1 tgt | 1 | * Prone(3) |  |
| Venom | A+ | + | 20 | -- | -- | -- | 2 | * Envenomed (Toughness) | * Save DL +2 / x3 / +1B / 10P |
| Whip Punch | A+ | + | -- | -- | -- | 1 tgt | 1 | * +1d8 damage |  |