Armor Powers

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| **Powerset** | **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Ancient Weapons | Breast Plate | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / +0B / 10P * Resist Piece(1) / x2 / +0B / 10P |
| Ancient Weapons | Helmet | R | N | 20 | -- | -- | Self | 0 | * Armor 2/2/2 * Mental Saves +1 | * Armor / x2 / +0B / 10P |
| Archery | Armor | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / +0B / 10P * Resist Pierce(1) / x2 / +0B / 10P |
| Canine | Tough Hide | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / -- / 10P |
| Chemistry | Spray Armor | B | F | 20 | -- | -- | 1 tgt | M | * 6 points of armor * Can be split between physical and energy armor * Each time the target takes the appropriate damage, the AV decreases by 1 | * Armor +1 / x3 / -- / 10P |
| Darkness | Shadow Armor | R | N | 20 | -- | -- | Self | 0 | * Armor 0/3/3 * +2 Mental Saves | * Armor / x3 / -- / 10P |
| Demon Form | Scales | R | N | 20 | -- | -- | Self | 0 | * Armor 4/4/2 * +1 Mental Saves | * Armor / x3 / -- / 10P |
| Density Control | Increase Density | B/R | T | 30 | -- | -- | Self | M+ | * You get the Level 1 bonuses on the Increase Density chart * Armor is 6/4/0 | * Burn -1 / x3 / -- / 10P * Level +1 / x2 / -- / 20P |
| Earth Control | Body of Stone | A+/R | T | 30 | -- | -- | Self | M2 | * 6/6/0 Armor * Resist Knock(1) * Resist Physical(1) * Muscle damage +1d6 / +1B * -2 Move * -2 Defense * -2 Initiative * Mass x4 | * Armor / x3 / +1B / 10P * Armor / x3 / -1 M,D,I / 10P * Burn -1 / x3 / -- / 10P * Dmg Step / x3 / 0B / 10P |
| Energy Projection | Energy Shield | R | T | 20 | -- | -- | Self | 1 | * Armor 2/4/0 | * Armor / x3 / 1B / 10P * Burn -1 / x3 / -- / 10P |
| Flame Manipulation | Molten Skin | R | T | 20 | -- | -- | Self | 1 | * Armor 3/0/0 * Anyone who hits you in melee takes 1d4 penetrating fire damage and Ignite(2) | * Armor / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P * Dmg Step / x3 / +1B / 10P * Ignite +1 / x2 / +0B / 10P |
| Force Field | Modulated Force Field | R | T | 20 | -- | -- | Self or 1 tgt | 1+ | * Armor 6 * Armor can be split between physical and energy at cast time * Can be used on one person at a time, either you or an ally * When used on self, Burn is 1 * When used on others, Burn is 2 | * Armor / x3 / +1B / 10P * Burn -1 / x3 / -- / 10P * Targets +1 / x4 / +0B / 10P |
| Ghost Powers | Ectoplasmic Armor | R | N | -- | -- | -- | Self | 0 | * Armor 0/4/4 * +2 Mental/Magic Saves |  |
| Mirror Mastery | Mirror Shell | R | N | 20 | -- | -- | Self | 0 | * Armor 0/6/0 | * Armor / x3 / +0B / 10P * Shattered – When you are hit by a melee attack, you can choose to take Dissolve(1) and cause Bleed to your opponent / x1 / 0B / 10P * Tin Foil Hat – You also get Armor 0/0/2 / x1 / 0B / 20P |
| Super Soldier | Armored Helmet | B | N | 20 | -- | -- | Self | 0 | * Armor 1/0/0 * This is a buff and so does not count against the armor stack limit | * Armor / x3 / -- / 10P |
| Super Soldier | Armored Suit | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / -- / 10P |
| Wrestling | Roll with It | R | R | 20p | -- | -- | Self | 2 | * 2d4/0/0 armor | * Armor Die Step/ x3 / +1B / 10P |