Entangles

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| **Powerset** | **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Ancient Weapons | Net | Ars | A | 20 | 3/ | 0 | 1 tgt | 4 | * 4/4/- & 4d6 Entangle * Device | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Barbed – When the victim tries to escape, or attack the bonds, they take 1d6 penetrating damage / x1 / +1B / 10P * Barbed Die Step / x2 / +1B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 6P |
| Archery | Entangling Arrow | Ars | A | 20 | 6/ | +1 | 1 tgt | 4 | * 4/4/0 & 4d8 Entangle * Device | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 6P * Sticky – Anyone who touches the victim, or attacks the entangle with melee instantly becomes entangled too / x1 / +1B / 10P |
| Earth Control | Encase | Ars | A | 30 | 4/ | 0 | 1 tgt | 8 | * 0/0/- & 4d12 entangle * When you escape, you are Slow (Muscle, Reflex) | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 6P |
| Force Field | Modulated Detention Field | Ars | A | 20 | 4/ | 0 | 1 tgt | 7 | * Armor 6 & 4d8 Entangle * Armor can be split between physical and energy at cast time | * Accuracy +2 / x2 / +0B / 10P * Armor / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 6P |
| Mirror Mastery | Mirror Trap | Ars | A | 20 | -- | -- | 1 tgt | 8 | * Entangle 0/6/6 & 4d8 (Reflex) * When you break out, you are Stunned (Wit) | * Accuracy +2 / x2 / +0B / 10P * Armor 1/1/0 / x3 / +1B / 10P * Entangle Die / x3 / +1B / 10P * Range +1 / x3 / +0B / 6P |