Flashes

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Powerset** | **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Archery | Flash Arrow | Ars | A | 20 | 6/ | +1 | 1 tgt | 6 | * Blind (Reflex, Skill) * Device | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Chemistry | Pepper Spray | Ars | A | 20 | 3/ | 0 | 1 tgt | 5 | * Blind (Reflex, Toughness) * Device | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Flame Manipulation | Flash Fire | Ars | A | 20 | 5/ | 0 | 1 tgt | 6 | * Blind (Reflex, Wit) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Mirror Manipulation | Flash | Ars | A | 20 | 4/ | 0 | 1 tgt | 6 | * Blind (Reflex) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Eye Scratch – Once your victim loses the blind status, he gains Blurred for the rest of the fight / x1 / +1B / 20P * Range +1 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
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