Melee Attacks

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| **Powerset** | **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Ancient Weapons | Sword | Amt | A | 20P | -- | 0 | 1 tgt | 3 | * 2d8 + Muscle Physical Damage * Device | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Canine | Lunge | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 2d6 + Muscle physical damage * Prone (Muscle, Skill) * May attack after full move | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Latch On – If you knock your target, you may choose to take a free move to end up adjacent to them / x1 / +0B / 10P * Pierce +1 / x3 / +0B / 10P |
| Demon Form | Demon Claws | Amt | A | 20 | -- | 0 | 1 tgt | 5 | * 2d10 + Muscle physical damage * Target is Cursed (Power) | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Density Control | Phasing Attack | Amt | A | 20 | -- | -- | Self | 6 | * 2d12 penetrating physical damage * Knock(3) * Extra Knock(1) * Attacker takes ½ damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dissolve +3 / x3 / -- / 10P * Dmg Die / x2 / +1B / 10P * Dmg Die / x2 / -2A / 10P * Knock +1 / x3 / -- / 10P |
| Energy Projection | Energy Punch | Amt | A | 20 | -- | -1 | 1 tgt | 5 | * 2d10 + Muscle energy damage * Knock(3) | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P |
| Feline | Claws | Amt | A | 20 | -- | 0 | 1 tgt | 3 | * 2d8+Muscle physical damage * +4 climb checks * +4 Muscle for grapples | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Flame Manipulation | Cutting Torch | Amt | A | 20 | -- | -- | 1 tgt | 5 | * 3d10 energy damage * Cuts through materials with up to 15 armor | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P \*\*\* * Dmg Die / x3 / -2A / 10P \*\*\* * Material Armor / x3 / -- / 10P * Melt Armor – Apply Dissolve(1) on hit / x1 / -- / 10P * Pierce +1 / x3 / +0B / 10P |
| Flight | Ram Attack | Amt | A | 20 | -- | -4 | Self | 6 | * 2d8 + Muscle physical damage * Knock(3) * If used at the end of a full move, add 2d8 physical damage * If used at the end of a full move, attacker takes ½ damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10 * Knock +1 / x1 / +1B / 10P |
| Flight | Strike Down | Amt | A | 20 | -- | -- | 1 tgt | 4 | * 2d6 + Muscle physical damage * Knock(3) * Extra Knock(3) if target is flying to knock him straight down to the ground | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Knock +1 / x1 / +1B / 10P |
| Flight | Swoop Attack | Amt | A | 20 | -- | -2 | 1 tgt | 5 | * 2d8 + Muscle physical damage * Can make full move past target and attack at any point during the move | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P |
| Ghost Powers | Ghost Touch | Amt | A | 20 | -- | 0 | 1 tgt | 6 | * 1d8 + Power Psychic damage * Chill (Charisma, Power) | * Accuracy +2 / x2 / +0B / 10P * Dmg Die / x2 / +1B / 10P * Dmg Die / x2 / -2A / 10P |
| Super Soldier | Martial Arts | Amt | A | 20 | -- | -- | 1 tgt | 3 | * 2d6 + Reflex physical damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Wrestling | Backbreaker | Amt | A | 20 | -- | 0 | 1 tgt | 6 | * 2d8 + Muscle Physical Damage * Prone (Reflex, Toughness 18) * Stun (Reflex, Toughness 18) | * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Save DL +2 / x3 / +1B / 10P |
| Wrestling | Slap | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 2d10 + Muscle physical damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Knock +1 / x2 / +1B / 10P |