**Density Control**

**Highlights**

* Stuff

**Super Stats**

* Toughness

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Armor Disruption | Att | A | Bolt | 4/ | 0 | 1 target | 6u/1r | * Dissolve 1d6 physical and energy * Effects last as long as you pay the energy | 10 |
| Buoyant Flight | Mov | M | -- | -- | -- | Self | 1r | * 8” flight * You cannot use the power Increase Density with this power | 10 |
| Desolid\* | Utl | N | -- | -- | -- | Self | 10s | * You are intangible * You cannot attack or be attacked by any physical or energy attack * You cannot use the power Increase Density with this power | 10 |
| Diamond Fist | Att+ | -- | -- | -- | -- | -- | 3u | * +1 damage/die * Pierce(3) * Knock(3) | 10 |
| Immovable | Utl | N | -- | -- | -- | Self | 1r | * Immune to knockback/down * Immune to throws | 6 |
| Increase Density\* | Arm | N | -- | -- | -- | Self | 10s | * Increased armor * Knockback resistance * Bonus melee damage * Reduces initiative, dodge and movement | 20 |
| Phasing Attack | Att | A | Touch | -- | 0 | 1 target | 6u | * 2d12 penetrating physical damage * Knock(3) * +1d6 knockback * Attacker takes ½ damage | 10 |

**Additional Information**

**Armor Disruption**

* You attack the target’s armor and cause its density to decrease, reducing its value by 1d6
* Applications of this power do not stack. Additional applications of this power allow you to reroll the dissolve and keep the best result.
* Maintaining disruption on a target costs 1 energy per round.

**Buoyant Flight**

* You decrease your density so that you can fly through the air.
* Since this power requires you to reduce your density, you cannot use Increase Density while using this power.

**Increase Density**

* You increase your density, giving you armor, knockback resistance and increased melee damage.
* You lose your initiative, mobility and dodge.

**Phasing Attack**

* You become intangible momentarily; place your hands inside your target and reform, causing great injury.
* Since this power requires you to reduce your density, you cannot use Increase Density while using this power.
* *Ignore Knockback –* You take no knockback from this attack (10)
* *Ignore Damage –* You take only 1/3 the damage from this attack (10)

**Increased Density Table**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Density** | **Mass** | **Armor** | **KB Resist** | **Damage** | **Init** | **Movement** | **Dodge** |
| Brick | x 2 | 4/2/0 | +1d6 | +1d4 | -1 | -1” | -1 |
| Titanium | x 4 | 6/3/0 | +2d6 | +1d6 | -2 | -2” | -2 |
| Iron | x 6 | 8/4/0 | +3d6 | +1d8 | -4 | -4” | -3 |
| Lead | x 10 | 12/6/0 | +4d6 | +1d12 | -6 | -6” | -4 |