**Duplication**

**Highlights**

* Probably overpowered when combined with certain sets

**Super Stats**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Absorb | Utl | A | -- | Touch | -- | 1 Duplicate | -- | * The Prime Clone can reabsorb duplicates by touching them and taking a ½ action * Doing so returns the 4e/hp to you and all duplicates still active | 0 |
| Duplication\* | Utl | A | -- | -- | -- | Self | 4s/4h | * Creates a duplicate of your character that has the same stats and powers as you do, except for the powers in this set * All duplicates suffer Chill(1) (but no move penalty) * This increases for each additional duplicate, up to Chill(3) * All duplicates must pay the 4 sustained energy and hit points for every duplicate created * You may buy this power multiple times to create more duplicates * You are still the Prime Clone. Defeating you immediately removes all of your duplicates from the battle | 20 |
| Entourage | Def | X | -- | -- | -- | Self | 1r | * You get a +1 for each of your duplicates that is adjacent to you, or your attacker | 6 |
| Explode Clone | Att | A | Direct | 10” | -- | 2” diameter | 8u | * One of your clones explodes doing 3d8 damage in a 2” diameter (AGI, SPD 20 for 1/2 damage) * Damage can be physical or energy, to be determined at purchase time * This does not count as reabsorbing your clone and all costs and penalties apply * This clone is lost for the remainder of the battle | 6 |
| One Mind | Utl+ | X | -- | -- | -- | All Dupes | 6u | * If you are defeated, you may transfer your mind to any of your duplicates and they become the Prime Clone | 10 |
| Ranged Absorption | Utl+ | A | -- | 10” | -- | 1 Duplicate | 1u | * You may reabsorb your duplicates at range | 6 |
| Swap Clones | Mov | M | -- | -- | 15” | Self/Duplicate | 5u | * You may swap places with one of your duplicates up to 15” away * This counts as a teleport and you can move your full move in a ½ action | 6 |
| Swarm Tactics | Att+ | N | -- | -- | -- | All Dupes | 1r | * If a duplicate is adjacent to an enemy, all other duplicates get a +1 to hit and +1 damage against that enemy * This bonus stacks up to +3 | 6 |

**Additional Information**

**Placeholder**

* Type something here