**Energy Projection**

**Highlights:**

* Best ranged energy attack
* Good energy defense

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Energy Absorption\* | Arm | N | -- | -- | -- | Self | -- | * 0/2/0 armor * Convert damage to energy, 1d4 eng for every 5 points | 10 |
| Energy Blast | Att | A | Bolt | 6/ | -1 | 1 target | 7u | * 3d12 energy damage * Knock(3) | 10 |
| Energy Punch | Att | A | Touch | -- | -1 | 1 target | 5u | * STR + 1d12 physical damage * Knock(3) | 10 |
| Energy Transfer\* | Utl | Full | Touch | -- | -- | 1 target | 4u | * Transfer energy to other character 1/1 * Transfer energy to device at GM’s discretion | 6 |
| Energy Wave | Att | A | Area | 0” | -- | 4” cone | 9u | * 2d12 energy damage * Knock(3) * +1d6 Knockback | 10 |
| Force Shield | Arm | N | -- | -- | -- | Self | 4r | * 4/8/0 armor | 10 |
| Glowing Aura | Utl | N | Area | 0” | -- | 7” rad | 4s | * Illuminate area | 6 |
| Power Leap | Mov | M | -- | -- | -- | -- | 1u | * 12” leap | 10 |
| Repulsion Field | Att | A | Area | 0” | -- | 2” rad | 4u | * 2d6 physical damage * Knock(3) * +1d6 knockback (STR, AGI 24) | 10 |

**Additional Information**

**Energy Absorption (signature)**

* You absorb energy damage done to you and convert it to energy at a rate of 1d4 energy/5 points of damage done before any armor or resistance. You still take any damage done, but get some energy back in exchange.
* *Energy Return* – You increase the die step of the energy return (10)

**Energy Blast**

* The hero sends a bolt of pure energy from his hands. This bolt does 3d12 points of damage.

**Energy Punch**

* The hero energizes his fists and unleashes a damaging punch.

**Energy Transfer**

* The hero pays a small energy fee and can then transfer his power to a device or another character. If the target is another character, points are transferred at a rate of 1/1. If the target is a device, the GM will have to decide if the device can receive the power, how much power can and should be transferred, and what the effects would be.

**Energy Wave (signature)**

* The hero fires a wave of energy from his outstretched arms. This wave is a cone (8 meters on a side) that does 2d12 damage and sends opponents flying.

**Force Shield**

* You surround yourself in a field that provides good energy defense and poor physical defense.
* *Partially Modulated –* When you activate the field, you can choose to make it 0/12/0 (10)
* *Piercing Resistance –* 4/12 chance to resist piercing attack (10)

**Glowing Aura**

* The hero produces a soft glow, enabling him to illuminate 8 hexes. The light produced is sufficient to read by, perform fine work, and spot targets.

**Power Leap**

* The hero can leap up to 12 hexes each combat round.
* *Enhance Explosive Leap –* After a full leap, you may fire off the Repulsion Field power as a free action (10)

**Repulsion Field**

* The hero projects a force field around himself that sends nearby opponents flying in all directions.