**Feline Powers**

**Highlights**

* Stuff

**Super Stats**

* Agility

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Chase | Mov | M | -- | -- | -- | Self | 1r | * +6” running * +3” jump | 10 |
| Claws | Att | A | Touch | 0 | 0 | 1 target | 3u | * STR + 1d8 physical damage * +4 climb attempt * +4 STR for holds | 10 |
| Curiosity’s Aftermath | Hea | X | -- | -- | -- | Self | 15u | * 2d6 heal when downed * If you can heal in one attempt, you are back in the fight * If you fail to heal in a single attempt, you are defeated | 10 |
| Feline Reflexes | Def | -- | -- | -- | -- | Self | 2r | * +2 initiative * +2 dodge * Haste(1) | 10 |
| Land on Your Feet | Def | X | -- | -- | -- | Self | 3u | * ½ falling damage * ½ knockback damage * Instantly recover from prone * 1d6 KB resist | 10 |
| Night Hunter | Utl | -- | -- | -- | -- | Self | -- | * Night vision | 6 |
| Nine Lives | Utl | -- | -- | -- | -- | Self | 6u | * Luck(3) | 10 |
| Pounce | Mov | -- | -- | -- | -- | Self | 1u | * +6” jump * Can attack after a full leap | 10 |

**Additional Information**

**Placeholder**

* Type something here