**Force Fields**

**Highlights:**

* Armor piercing adder
* Stealth Capabilities
* Variable Defense
* Variable Entangle

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Camouflage Field | Utl | N | -- | -- | -- | Self | 2r | * +6 stealth or stealth 20 | 6 |
| Containment Field | Utl | N | Area | 40” | -- | 56” | 6s/7” | * Protects from harmful environmental effects such as gas, radiation, fire, vacuum, etc. | 10 |
| Force Blast | Att | A | Bolt | 4/ | 0 | 1 target | 5u | * 3d6 physical damage * +1d6 knockback (STR, AGI 24) | 10 |
| Modulated Detention Field | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 12 armor (split) & 4d8 entangle | 10 |
| Modulated Force Shield | Arm | N | -- | 20” | -- | Self | 1r/5r | * 12 armor (split) * Can be used on others at a cost of 5r | 10 |
| Modulated Force Wall | Utl | A | Area | 20” | -- | 6” | 12s+ | * Creates a 6 hex wall with 12 armor (split) * User can pay extra energy to soak excess damage at a cost of 1 energy/3 damage | 10 |
| Repulsion Field | Att | A | Area | 0” | -- | 2” rad | 4u | * 2d6 physical damage * Knock(3) * +1d6 knockback (STR, AGI 24) | 10 |
| Repulsor Lift | Mov | M | -- | -- | -- | Self + 2 | 1r/passenger | * 10” flight * May carry up to 2 others | 10 |
| Shield Splitter | Att+ | -- | -- | -- | 0 | 1 target | 4u | * Gives your attack Pierce(4) against force or energy shields * Pierce(2) vs. normal armor | 10 |

**Additional Information**

**Camouflage Field**

* The hero creates a field that bends light so as to provide excellent stealth capabilities. The hero gets +6 to his stealth skill, or a 20 stealth, whichever is higher.

**Containment Field**

* The hero can create up to 8 bubbles, each up to 3 hexes wide (a 2 hex radius). These bubbles protect anyone inside them from harmful environmental effects from the outside. This includes hazards such as vacuum, poison gases, radiation, or fire. Alternately, a hazard can be bubbled, protecting the outside world from the danger.
* Every containment field can cover a 2 hex radius (7 hexes) and the character can create up to 8 of these fields. Alternately, the character can merge two fields to create a single, larger field. In any case, every 7 hexes protected costs an additional 6 sustained energy.
* *Armored –* Containment bubbles act as a force wall providing 8 points of modulated defense, but bubbled characters cannot attack outside the field (15)
* *Move –* Containment bubbles can move at the hero’s discretion but they cannot carry anyone (10)

**Force Blast**

* You fire a bolt of pure force at your enemy, doing 3d6 damage and knocking him around the battlefield.
* *Knock –* Increase knock chance by 1 (10)

**Modulated Detention Field**

* The hero creates a force field that traps an opponent. The defense of the detention field is similar to the other modulated fields in that it can be split between physical and energy defense.

**Modulated Force Shield**

* The hero has 12 armor points that he splits between physical and energy defense. If the force field creator has another power set that gives him mental powers, he can also give the field mental defense as well.
* *Enhanced Piercing Resistance –* 4/12 chance to resist piercing attack (10)

**Modulated Force Wall**

* The hero creates a thin wall of force that offers protection similar to that of a modulated force shield. The creator decides how much physical, energy, and possible mental defense the wall provides.
* However, when an attack hits the force wall, the creator of the wall can decide whether to pay extra energy to allow the wall to soak the extra damage and remain intact, or to allow the damage through and drop the force wall. The creator must pay 1 energy for every 3 points that exceeds the wall’s defense.
* *Resilient Wall –* Decreases the energy cost to stop damage that gets through the wall by 1 factor (10)

**Repulsion Field**

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

**Repulsor Lift**

* The hero rides a disc of pure force. Up to two passengers can be carried at the cost of 1 energy per round for each passenger.
* *More Passengers –* Double passenger load (5)

**Shield Splitter**

* This attack adder gives pierce(4) against energy shields and pierce(2) against normal armor.