**Lightning Control**

**Highlights:**

* Good energy armor
* Great energy recovery
* Good damage attacks that daze

**Super Stats:**

* Speed

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Become Bolt | Mov | M | -- | -- | -- | Self | 4u | * 12” teleport * Can do full move in half action | 10 |
| Chain Lightning\* | Att | A | Direct | 20” | -- | 1+ targets | 9u | * Initial target must save AGI, SPD 20 or take 3d8 damage * Lightning can then chain to other targets * Chaining to adjacent target is 11/12 chance, then each hex traversed by the bolt reduces this chance by 1/12 * Bolt stops chaining once this roll fails * Metal armor provides no defense * Chain targets can save and “dodge” the bolt without ending the chain * This attack can hit a maximum of 5 targets | 10 |
| Conduction | Mov | M | -- | -- | -- | Self | 1r | * 20” flight * Only along conductors | 10 |
| Drain Energy\* | Utl | R | -- | 2” | -- | Self | -- | * 2d6 energy heal if able to draw from batteries or a power grid | 10 |
| Electric Shield | Arm | N | -- | -- | -- | Self | 2r | * 0/8/0 armor * Provides 8 physical armor vs. metal attacks | 10 |
| Electrify | Att | A | Touch | -- | -- | 1 target metal item | 3s | * Leaves an explosive trap behind that is activated when someone touches the target item * The trap does 3d10 damage on victims that don’t save vs. AGI, SPD (DL 20) * Alternately, this trap can be set to Daze opponents who fail their save | 10 |
| EMP | Att | A | Area | -- | -- | 7” diameter | 9u | * Disables devices * 3d12 penetrating damage to robots and characters with non-shielded electronics | 10 |
| Lightning Field | Aur | R | Area | -- | -- | 7 hexes | 4r | * 2d8 damage field * Metal armor provides no defense * Dazed (AGI, SPD 20) | 10 |
| Lightning Strike | Att | A | Bolt | 5/ | -1 | 1 target | 6u | * 3d10 energy damage * Metal armor provides no defense * Dazed (AGI, SPD 20) | 10 |

**Additional Information**

Later…