**Sonics**

**Highlights:**

* Great energy production
* Area stealth bonus
* Awesome attack against inanimate objects
* Good area effect attacks with pierce
* Protection against invisibility and blindness

**Super Stats:**

* Perception

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Absorb Sound\* | Aur | N | Area | 0” | -- | 2” rad | 2r | * Zone of silence * +4 to all stealth checks * Sonic powers won’t work * Immune to all sonic effects * +2d4 energy | 10 |
| Audio Illusion | Utl | N | Area | 30” | 0 | 200” rad | 2r | * Produce sounds (PER 24) | 10 |
| Shatter | Utl | A | Touch | -- | -2 | 1 object | 6u | * 4d8 penetrating damage to an object * Requires a to-hit roll against a carried object | 10 |
| Sonic Blast\* | Att | A | Area | 6” | 0 | 4” cone | 6u | * 2d8 energy damage * Pierce(6) * Can penetrate barriers and into enclosed spaces | 10 |
| Sonic Shield | Arm | N | -- | -- | -- | Self | 1r | * 6/0/0 armor | 10 |
| Sonic Shriek | Att | A | Area | 0” | -- | 3” rad | 8u | * 2d8 energy damage * Pierce(4) * Daze (PER 18) | 10 |
| Super Hearing | Utl | -- | -- | -- | -- | Self | -- | * +6 hearing PER checks * Can echolocate and target up to 20 hexes * Hear sounds in ultrasonic and subsonic ranges * Can hear to 10x the range of a human | 10 |
| Whisper Chamber | Utl | N | Bolt | 100” | -- | 1 target | -- | * Can whisper a message so only the target hears | 6 |

**Additional Information**

**Absorb Sound**

* You create a zone in which all sound is absorbed. This gives you a bonus to stealth and energy regeneration.
* No sonic powers or effects will work in the affected area, including yours.
* *Healing Resonance* – Instead of returning energy to you, the absorbed sound can heal 2d4 hit points. (30)

**Audio Illusion**

* You produce an audio illusion of any sound you can imagine.

**Shatter**

* Your touch vibrates an object so violently that it takes 4d8 penetrating damage.
* A to-hit roll is generally not required against an inanimate object that is not held by an enemy.
* Against an object that is held by an enemy (a weapon, for instance), a to-hit roll is required at a -2 penalty.

**Sonic Blast**

* You produce a cone of damaging sound waves that penetrate armor and other solid barriers.
* This attack goes through any solid barrier and hits enemies behind walls or inside vehicles.

**Sonic Shield**

* You set up a sound barrier that partially deflects physical attacks.

**Sonic Shriek**

* Your scream damages those around you and potentially dazes them.

**Super Hearing**

* You get a bonus to all perception rolls that are based on sound.
* You can echolocate up to 20 hexes which allows you to fight invisible enemies, or when blinded. If you are deafened, this power no longer works.
* You are considered 10x closer to a sound for purposes of determining whether you can hear it or not. You can hear a hushed conversation from 10 meters away, for instance.

**Whisper Chamber**

* You whisper a message and the sound waves disperse and travel in such a way that only your designated target can hear you.
* *Multiple Targets* – You can speak to an additional person at the same time with this power. (10)