**Stretching**

**Highlights:**

* Good Physical Defense
* Melee attacks usable at range
* Decent utility

**Super Stats:**

* Toughness

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bind\* | Omn+ | A | Touch | ? | 0 | 1-3 targets | 2r | * Grab and hold for +10 STR (STR or Escape Skill) * Using super strength with this hold costs +3r per level of super strength * When holding one target: -1 move, -1 attack, -1 defense, -2 DEX skills * When holding two targets: -2 move, -2 attack, -2 defense, no DEX skills * When holding 3 targets: cannot move, -2 defense, no more attacks | 10 |
| Flexible\* | Arm | -- | -- | -- | -- | Self | -- | * 8/0/0 armor * 25% resistance to smashing attacks * Immune to falls and knockback damage | 10 |
| Extrude | Utl | R | -- | -- | -- | Self | 10u | * Can extrude through small openings | 10 |
| Omni Arm | Utl | N | -- | -- | -- | Self | -- | * Turns arm into tool | 6 |
| Sacrifice Cover | Def | RX | -- | -- | -- | ½ hexes in Stretch power | 6r | * Protect characters in affected hexes * All attacks hit the stretched character | 10 |
| Shape | Utl | R | -- | -- | -- | Self | 12s | * Can change shape to mimic most inanimate objects * Can be spotted with PER 18 | 10 |
| Stretching | Omn | A/M | Touch | 10” | 0 | 1 target | 2r | * STR used at 10” range * Can move stretching distance each round as a half action * Must end your move on a surface or hanging onto something | 20 |
| Whip Punch | Att+ | A | Touch | -- | 0 | 1 target | 4u | * +1d8 damage | 10 |

**Additional Information**

**Bind**

* You grab a target with enhanced strength, wrapping him in your stretched arms or body.
* You can grab one enemy each round, but can hold up to three enemies at a time. However, as you increase the number of held enemies, you will suffer increasing penalties to your movement and defense.
* *Hold More* – Your penalties for holding enemies are reduced as though you were holding one less person. You can now hold up to 4 people. (20)

**Flexible**

* Your rubbery body gives you defense against physical attacks and is especially resistant to smashing attacks, falling and knockback damage.

**Extrude**

* You can shape your body to squeeze through small openings the size of a keyhole or larger.
* It takes a full round to extrude your entire body through such an opening.

**Omni Arm**

* You can control the shape of your arms and hands to replicate any mechanical tool for which you have the skill.
* Tools that require power cannot be replicated unless you have another power that would allow you to do so. So, though you can shape your hand into an arc-wielder, you could not actually perform as such unless you also had electricity powers.

**Sacrifice Cover**

* You shape your body in such a way as to protect a number of hexes equal to half your stretching range.
* All attacks targeted at any character in a protected hex hits you instead.
* Protected characters can move and act freely, but they cannot attack from within a protected hex without hitting you.

**Shape**

* You shape your body to mimic an inanimate object. A perception roll is required to notice the deception.

**Stretching**

* You can stretch your limbs to reach up to 10 hexes. You may use your strength at this distance – effectively using melee attacks at range.
* You can also use stretching to as a movement power, moving up to 10 hexes as a half action.
* Such a move has to end with the character either standing on a surface, or hanging onto an object.

**Whip Punch**

* By stretching your limbs, you impart incredible velocity on your punches, causing them to do more damage.