**Wind Control**

**Highlights:**

* Desolid
* Great physical defense
* Invisibility
* Lots of knockback
* Penetrating attack

**Super Stats:**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Control Wind | Utl | A | Area | 0 | +2 | 50” rad | 1r | * Create gusty winds (30-50mph) * Can move objects, sail ships * Knock people over (STR 6) * Might require attack roll at GM’s discretion | 6 |
| Crosswind | Utl | M | Area | 20” | -- | 8” rad | 2r | * Dispels gas clouds and attacks (5/12) * -2 physical ranged attacks that pass through area | 10 |
| Foul Air | Att | A | Bolt | 5/ | 0 | 1 target | 8u | * 2d6 penetrating damage, continuous * Target is immune if breathing is self-contained or if the target does not need to breathe | 10 |
| Gas Immunity | Res | N | -- | -- | -- | Self | -- | * 25% resistance to gas attacks * Does not need to breathe * 100% immune to environmental effects requiring the character to breathe (drowning, smoke inhalation) | 6 |
| Hurricane | Att | R | Aura | 0” | -- | 4” rad | 6r | * 2d8 physical damage * Knock (4) * +1d6 knockback (STR, AGI 18) * -2 physical missile attacks through zone | 10 |
| Pure Air | Hea | R | Bolt | 6” | -- | 1 target | 4u | * 2d6 energy heal * Counters effects of attacks that rely on breathing | 10 |
| Ride the Winds | Mov | M | -- | -- | -- | Self | 1r | * 15” flight * +1 defense vs. physical missiles | 10 |
| Wind Blast | Att | A | Ind | 5/ | 0 | 1 target | 6u | * 3d8 physical damage * Knock (4) * +1d6 knockback (STR, AGI 18) | 10 |
| Wind Form\* | Utl | N | -- | -- | -- | Self | 20s | * Invisible (PER 24) * Desolid | 20 |
| Wind Guardian | Arm | N | -- | -- | -- | Self | 1r or 5r | * 10/0/0 armor * +1 defense vs. physical missiles | 10 |

**Additional Information**

**Place Holder**

* Blah, blah, blah