Leech

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Touchy | SW+3 | RS+2 | RW+1 | RS+2 | CP+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Drain Energy | Amh | A | 20 | -- | 0 | 1 tgt | 4 | * Target gains 1d6 Burn * Your burn is reduced by a like amount * Touch attack – can be blocked by weapons or shields | * Adder – This power becomes an adder to be applied to another melee attack / x1 / +0B / 20P * Burn -1 / x3 / -- / 10P * Die Step / x3 / +1B / 10P |
| Drain Health | Amh | A | 20 | -- | 0 | 1 tgt | 4 | * 2d4 Penetrating Psychic Damage * 2d4 Self Heal * Touch attack – can be blocked by weapons or shields | * Burn -1 / x3 / -- / 10P * Effect Die / x2 / +1B / 20P (both dmg and heal) |
| Drain Stat | Amh | A | 20 | -- | 0 | 1 tgt | 4 | * Power affects a stat chosen at purchase * Target is Drained (1d6) (Power) * Your stat is increased by a like amount * Touch attack – can be blocked by weapons or shields | * Adder – This power becomes an adder to be applied to another melee attack / x1 / +0B / 20P * Burn -1 / x3 / -- / 10P * Die Step / x3 / +1B / 10P * Persistent – Ongoing save gets no bonus / x1 / +1B / 20P * Save DL +2 / x3 / +1B / 10P |
| Fatigue | A+ | + | 20 | -- | -- | Self | 2 | * Winded(2) (Reflex, Toughness) | * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P * Winded +1 / x2 / +1B / 10P |
| Killing Blow | A+ | A | 20 | -- | 0 | 1 tgt | 2 | * If your attack defeats your enemy, you can choose one of the following buffs   + ???   + ???   + ??? * These buffs last the remainder of the battle |  |
| Mimic | U | N | 30 | -- | -- | 1 tgt | M | * You can absorb the essence of a defeated foe * You steal your victim’s appearance and powers and change between your form and his in a ½ action * Your victim can still use his powers, but is Chilled until he saves * Being absorbed has an ongoing (Charisma, Power) save, but you get one save each day and the save bonus never increases |  |
| Reverse Fortune | Amh | A | 20 | -- | 0 | 1 tgt | 4 | * You swap statuses with your target (Power) * You get +2 to save against any statuses you gain in this fashion * The statuses you give your target in this fashion have their saves reset |  |
| Seal Fate | A+ | + | 20 | -- | 0 | 1 tgt | 2 | * When this power hits a combatant that has taken damage, he gains Wounded(3d8) up to the current level of damage he has |  |
| Steal Power | Amh | A | 20 | -- | 0 | 1 tgt | 6 | * You steal one of your victim’s powers (Charisma, Power) * The power is chosen from those which have been used by the victim in this combat * Touch attack – can be blocked by weapons or shields |  |
| Vigor Siphon | Ap | A | 20 | -- | 0 | 2 rad | 6 | * Chilled (Reflex, Toughness) * You get +1 to all rolls for each Chilled enemy on the battlefield | * Burn -1 / x3 / +0B / 10P * Energy Siphon – You also gain 1 burn reduction/Chilled enemy adjacent to you / x1 / +1B / 20P * Health Siphon – Each round, you also gain 1 hit point/Chilled enemy adjacent to you / x1 / +1B / 20P * Save DL +2 / x3 / +1B / 10P |