**Common Power Effects**

|  |  |
| --- | --- |
| **Name** | **Format/Examples** |
| Accuracy | * Accuracy (Amount)   This power is either more or less accurate than most powers. Any to-hit roll you make using this power is modified by the power’s Accuracy. (Negative accuracy makes it harder to hit with the power.)  If a power has the Accuracy effect, then it is implied that it requires a to-hit check. Multiple Accuracy effects stack, but a power that does not require a to-hit roll does not gain one if it is modified by a power with Accuracy.   * Accuracy (2)   This power is more accurate than normal, and when you use it, you get a +2 to your to-hit roll.   * Accuracy (-1)   This power is less accurate than normal, and when you use it, you take a -1 penalty to your to-hit roll. |
| Armor | * Armor (Physical AV / Energy AV / Mental AV) |
| Bleed | * Bleed (Amount) (Save Stats)   This power inflicts the Bleed status on its target when it hits. The save stats are specified, and if the target fails a save, they are inflicted with the Bleed status with the magnitude equal to the listed amount.   * Bleed (1) (Toughness)   When this power hits a target, he must make a Toughness saving throw, or be inflicted with Bleed (1).   * Bleed (2) (Reflex, Wit)   When this power hits a target, he must make a saving throw (either Reflex or Wit) or be inflicted with Bleed (2). |
| Bleeder | * Bleeder (Chance)   While this power is active (such as a trait, or a stance), all attacks made by this character have a chance to inflict the Bleed (1) status on their target. The chance indicates the x/12 chance for the effect to occur on each hit.  It is important to note that attack powers are only active the instant they fire. A character with an attack with the Bleeder property does not get Bleeder applied to all their attacks, just the particular attack with the effect.  Bleeder stacks with other Bleeder effects.   * Bleeder (2)   Attacks made by this character while this power is active have a 2/12 chance of causing the Bleed (1) status effect on their target. If the character has other Bleeder effects active, then this power adds 2 to the chance of causing a Bleed status when he hits his target with an attack power. |
| Block | * Block (Amount) |
| Blocks Missiles | * Blocks Missiles |
| Bonus Block | * Bonus Block (Number of Blocks) |
| Bonus Dodge | * Bonus Dodge (Number of Dodges) |
| Boost | * Boost (Amount) (Stats) |
| Cleave | * Cleave (Attack Roll) |
| Damage | * Damage (Amount) (Types, Descriptors)   The power does damage to its target, typically listed as a number of dice. If a stat is listed, then that stat’s ***Damage Die*** is added (as opposed to the value of the stat).  Damage is listed as ***Physical, Energy,*** or ***Mental***. Any additional damage descriptors are listed here also.  Damage effects stack, but if the modifier lists damage types, then only a power with a similar damage type can be modified. (A Physical damage power cannot be modified by a Mental damage power.) However, if a modifier power lists no damage types, then it can modify any damage type.   * Damage (2d8 + SKL) (Physical, Stabbing)   This power does damage to its target equal to 2d8 + the attacker’s Skill die. The damage is physical, and is only reduced by physical armor. The descriptor is “stabbing” (not to be confused with the Pierce or Penetrate effects), and any powers that have special reactions with “stabbing” attacks activate.   * Damage (1)   This power adds one point of damage to the power it is modifying. Since no damage type is listed, any power can benefit. |
| Defense | * Defense (Amount) |
| Entangle | * Entangle (Amount) (Armor) |
| Knock | * Knock (Chance)   This power has a chance to knock its targets flying. Any damage dice rolled in this power do knockback if they roll the highest numbers on the type of die. The required roll is based on the chance, where a 1 means only the highest result knocks, a 2 means the highest 2 results knock, a 3 means the highest 3 results knock, etc.  So, if a power does 3d8, and has a Knock (2) effect, then any dice rolled with a 7 or 8 will knock the target back.  By default all damage dice have Knock (2), except for d4, which has a default of Knock (1), and d3 (or less) which cannot ever knock. |
| Knocker | * Knocker (Chance)   While this power is active, it adds to the chance to score a knock with your damage dice.   * Knocker (1)   The damage dice of any attack you fire have their knock chance increased by 1. For example, a power with Knock (2) would now have Knock (3). |
| Overland | * Overland (Multiplier) |
| Pierce | * Pierce (Chance)   This power has a chance of bypassing armor and applying its damage directly to the target’s hit points. The chance indicates the x/12 chance for the effect to occur on each hit. When you hit a target with a power with Pierce (4), you would roll a d12, and on a 1-4, pierce applies and your target does not get their armor to mitigate the attack.  Pierce effects stack with other Pierce effects, as well as Piercer effects.   * Pierce (4)   When this power hits, there is a 4/12 chance that the damage ignores armor and is applied directly to the target’s hit points. |
| Piercer | * Piercer (Chance)   When this power is active, it adds to the pierce chance of every damage power fired by the character.   * Piercer (1)   When this power is active, all attacks fired by this character get the Pierce (1) effect, or if the power already has the Pierce effect, its chance is increased by 1. |
| Run | * Run (Distance in Hexes/Round) |
| Saves | * Saves (Bonus) (Type of Save) |