POWER SET

SHIELD BEARER

- ❑ Brace for Impact
- ❑ Do This All Day
- ❑ Hurled Shield Bash
- ❑ Hurled Shield Block
- ❑ Hurled Shield Deflection
- ❑ Immovable
- ❑ Rico-Shield
- ❑ Shield 1
- ❑ Shield 2
- ❑ Shield 3
- ❑ Shield 4
- ❑ Shield Bash
- ❑ Shield Deflection
- ❑ Shield Wall

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Multiverse
Role-Playing Game

POWER

RANK 2

BRACE FOR IMPACT

Action: Reaction.

Trigger: An enemy deals physical damage to the character.

Duration: Instant.

Range: Self.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

FOCUS 5+

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RANK 2

POWER

DO THIS ALL DAY

Action: Standard.

Duration: Instant.

Range: Self.

Effect: The character heals 2 points of Health for every point of Focus they spend.

5+ **FOCUS**

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POWER

HURLED SHIELD BASH

Action: Standard.

Duration: Instant.

Range: 10 spaces x rank.

Effect: The character makes a ranged attack on an enemy.

If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is knocked prone. The shield then bounces back to the character.

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POWER

HURLED SHIELD BLOCK

Action: Reaction.

Trigger: An enemy makes an attack against an ally's Agility.

Duration: Instant.

Range: 5 spaces x rank.

Effect: The ally gains Health Damage Reduction equal to the character's Shield power against that attack. The shield then bounces back to the character.

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HURLED SHIELD DEFLECTION

Action: Reaction.

Trigger: An enemy makes an attack against an ally's Agility.

Duration: Instant.

Range: 5 spaces x rank.

Effect: The enemy has **trouble** on the attack. The shield then bounces back to the character.

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IMMOVABLE

RANK 1

Action: Reaction.

Trigger: The character is knocked back or knocked prone.

Duration: Instant.

Range: Self.

Effect: For every point of Melee defense the character has, they can reduce knockback by 1 space.

FOCUS 0

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3 RANK

RICO-SHIELD

Action: Standard.

Duration: Instant.

Range: 10 spaces x rank.

Effect: The character makes a ranged attack on a target.

If the attack is a success, the target takes regular damage.

On a Fantastic success, the target is also knocked prone, and the character can make an extra attack on another target, adding the extra range between the two targets to the new attack roll.

10 FOCUS

This can be repeated until an attack is not a Fantastic success. When the attacks are over, the shield then bounces back to the character.

1 RANK

SHIELD 1

Action: Standard/Reaction.
Duration: Concentration.
Range: Self.
Trigger: The character is attacked.
Effect: The character gains Health Damage Reduction 1.

0 FOCUS

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SHIELD 2

Action: Standard/Reaction.
Duration: Concentration.
Range: Self.
Trigger: The character is attacked.
Effect: The character gains Health Damage Reduction 2.

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4 RANK

FOCUS 15

SHIELD 3

Action: Standard/Reaction.
Duration: Concentration.
Range: Self.
Trigger: The character is attacked.
Effect: The character gains Health Damage Reduction 3.

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POWER

SHIELD 4

Action: Standard/Reaction.
Duration: Concentration.
Range: Self.
Trigger: The character is attacked.
Effect: The character gains Health Damage Reduction 4.

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1 RANK

SHIELD BASH

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character makes a close attack on an enemy within their reach.

If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is knocked prone.

0 FOCUS

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1 RANK

SHIELD DEFLECTION

Action: Reaction.

Trigger: The character is the target of an attack against their Agility defense.

Duration: Instant.

Range: Self.

Effect: The attack has *trouble*.

0 FOCUS

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3 RANK

SHIELD WALL

Action: Movement

Duration: Concentration

Range: Self.

Effect: Attacks against the character have **trouble**. The character breaks concentration on this power if they use a movement action.

0 FOCUS

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