

Digging Claws

Soil and stone part before you.

Lvl: 5+

Property: When you make an unarmed attack against an object, its Resistance, if any, is reduced by 5, increasing to 10 at 15th level and to 15 at 25th level.

Power (Encounter): Move Action. All unoccupied squares in a Close Burst 1 becomes difficult terrain until the end of the encounter.

Power (Daily): Minor Action. Until the end of your next turn, you gain a Burrow speed of 4.

Heroic Enhancement: Any natural weapons on your hands gain a +1 item bonus to damage. This increases to +2 at 15th level and to +4 at 25th level.

Paragon Enhancement: The daily power become an encounter power, and your Burrow speed increases to be equal to your normal speed.

Epic Enhancement: After burrowing, you may choose to leave a tunnel behind. Anyone can follow through the squares you have moved through. The tunnel collapses at the end of the encounter.

Vestigial: You gain the property of this power, and can use the Daily power with a Burrow speed of 2.

Robotic: *Mining Gear.*

Appearance: Generally, you have huge, thick, claws or nails on your hands, which are oversized and calloused. If you have claws as a natural weapon, they are especially thick and strong. It is also possible you have a set of specialized "digging limbs", or a shovel-like tail. "Psychic burrowing" is also possible, but the power always affects the ground physically; you do not phase.

Grapple Tendril

You have long, flexible, tentacles or a tail which can attach to a foe.

Lvl: 3+

Property: Any target grabbed by you has a -2 to all checks made to escape the grab. This increases to -4 at 18th level and -6 at 28th level.

Power (Encounter): Standard Action. Make a ranged attack. Range 3/6, +6 vs. Reflex. Hit: Pull target 2 squares, or 4 squares if it is one or more size categories smaller than you. The attack bonus increases to +11 vs. Reflex at 8th level, +16 vs. Reflex at 13th level, +19 vs. Reflex at 18th level, +26 vs. Reflex at 23rd level, and +31 vs. Reflex at 29th level.

Heroic Enhancement: Increase the attack bonus by 1 and the pull distance by 1.

Paragon Enhancement: The power's range becomes 5/10. At the end of the pull, target falls prone.

Epic Enhancement: You may use this power as a minor action.

Vestigial: Gain the property of this mutation, and you may use the power as a Daily.

Robotic: *Rapid-Recoil Grappling Line.*

Appearance: Often, these tendrils are tightly coiled around the arms, seemingly just ridges or protrusions on the skin, until they unfold and snap forward. Occasionally, they spring out of hollow places in the body, or take the form of an extremely elastic tail or even tongue. Rarely, the tendrils are formed of telekinetic energy. robots have grappling hooks or metallic whips that lash around their targets.
