•**Improved Natural Weapons:** The marionette is a living weapon. Consequently, the Base Damage of its natural weapons increase by +50 points.

•**No Strings:** The marionette has been created as a Ki receptacle and linked with its controller through his blood. This quality allows the puppeteer to handle the marionette using only his energy, without the need for strings. This capability requires the character to have the abilities of Aura Extension and Ki Transmission.

•**Combat Capacity:** The marionette has been specially prepared for combat, so it is equal to a weapon of +5 Quality when determining bonuses to Attack and Defense Ability. This ability can be chosen up to four times, in which case the marionette is the equivalent of a weapon of +20 Quality.

CANCER MONOFILAMENT WEAPONS

Requirements: Use of Ki, Sleight of Hand 50, Dexterity 10+, Inhumanity.

Base Weapon: None.

DP Cost: 40   **MK Cost:** 20

This Magnus involves the use of some kind of almost invisible thread to fight. The monofilament can be of any number of materials: metal, crystal, or even long hair. Normally, a character using monofilaments exerts a supernatural control over his weapon, allowing him to weave the innumerable filaments around him to cut, hold, or destroy as he pleases. The basic statistics of the weapon are as follows:

CANCER

Base Damage: 60 Special   **Speed:** +20
Prim. Attack Type: Cut   **Sec. Attack Type:** Thrust
Breakage: 2   **Fortitude:** 20
Required Strength: 4   **Presence:** 80
Special: Almost Invisible, Perforator, Distance Attack, Block, Two-handed, Complex, Trapping.

In addition to their basic profile, monofilament weapons have the following special capabilities:

Damage: The Damage caused by a monofilament weapon is not modified by the Strength of its user, so the weapon does not add any Strength Characteristic bonus to its Base Damage. Modifiers for Ki Techniques or Abilities are added normally.

Quality: Monofilament weapons are necessarily weapons of Exceptional Quality, otherwise they could not move and cut the way that they do. The basic monofilament weapon of Cancer is considered to be +5 Quality.

Trapping: A monofilament weapon allows the use of the Trapping maneuver, applying only half of the penalty (that is to say, a ☐20). Given the nature of the weapon, it uses the equivalent of a Characteristic of 12 to make the opposed Characteristic checks.

Almost Invisible: Without a doubt, one of the greatest advantages of a monofilament weapon is that, because of its size and speed, it is almost invisible to the human eye. Therefore, a character defending himself from an attacker who is using a monofilament weapon must pass a Notice check against a Difficulty of Very Difficult or suffer a Partial Blindness penalty to his Block and Dodge Abilities. If the defender does not even reach a level of Difficulty of Average in the check, the penalty is the one for Complete Blindness. If the defender uses Search, both Difficulties are reduced two degrees. A defender can make a new check each turn, and once passed, he can perceive the filaments for the rest of the combat (eliminating the Blindness penalties).

Perforator: The nature of the weapon allows it to cut and pass through all kinds of materials with incredible ease, especially soft materials. For that reason, monofilament weapons subtract 2 points from the AT of soft armors and 1 from the AT of hard armors, plus any additional Quality bonuses that the monofilament weapon has.

Distance Attack: Despite being a hand-to-hand weapon, a monofilament weapon can be used to attack enemies who are at a distance of up to 15 feet away. In addition, it allows its user to mount an Area Attack as if it were a weapon of Large size (with the pertinent penalty, of course), thus affecting up to five opponents.

Block: Using a monofilament weapon as a Blocking weapon is very difficult. Any character who tries to Block with one applies a ☐10 to his Block Ability.

Alexis using monofilaments in combat