

# Impaired Mobility

**Value:** 2CP per rank

You suffer from a permanent affliction that limits your ability to move. The nature of the damage is such that it cannot be repaired by either technological or supernatural means, and powers or feats cannot compensate for the penalties associated with it.

**Rank 1 (2CP):** Reduce your base speed by 10 feet.

**Rank 2 (4CP):** Reduce your base speed by 10 feet, take a -1 penalty to Defence, and a -2 penalty to Climb, Jump, and Tumble checks.

**Rank 3 (6CP):** Reduce your base speed by 10 feet, take a -2 penalty to Defence, and a -4 penalty to Climb, Jump, and Tumble checks. You cannot run or charge.

**Rank 4 (8CP):** You have lost the use of your legs. Without some kind of aid, you are capable only of crawling, which requires a full-round action to move 10 feet. You lose your Dexterity bonus to Defence, suffer a -2 penalty to Defence, grant attackers a +2 to hit, and automatically fail Jump and Tumble checks. Climb checks take a -6 penalty.

**Rank 5 (10CP):** You have lost the use of your legs and your arms. You are normally considered helpless. This does not prevent you from using alternative means of movement, such as *Flight*. You can take this Comp only with GM approval, and a good idea as to how to even play such a character.