⚡ POWER OUTAGE

Players Name: _____

Heroes Name: **Animal Girl**

Heroes Secret Identity: Rose Rain

Team Name: The Wild Ones

Level: 1   Speed: 6

Location of Origin : Seward's refuge

BIOGRAPHY

Animal Girl was named Rose, but one stormy night at sea she got thrown overboard. She got washed away to a Jungle. She saw a suspicious animal. It bit her. Then she got the power to speak to animals She was no longer Rose. She was Animal Girl.

POWERS

1. TALK TO ANIMALS
2. ANIMAL AGILITY
3. CAMOUFLAGE
4. FANG ATTACK
5. VENOM CLAWS

WEAKNESS

TRANQUILIZERS

Any form of tranquilizer or gas attack gets a +5 to attack, and causes Weaken.

STATS

IMPACT (IMP)   3

POWER (POW)   3

ARMOR (ARM)   10

YIELD POINTS (YP)   15

YP Tracker

POWER Tracker

☆ ☆ ☆
☆ ☆

SUPER ENERGIZE

Similar to Energize Defensive Stance stays for 3 rounds, you are immobile, but receive a guaranteed full roll value.

ENERGIZE

Maintain defensive (no attacks) stance reducing damage by half for 2 rounds. On 3rd round, roll D4 and earn that many Power Uses back. Standard action required to energize an ally.
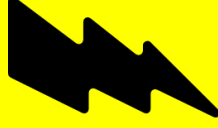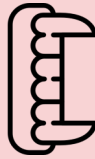
REGENERATE

As a standard action you can roll a D20 vs 10, to recover 1D6 Yield Points. If done for an ally get a +2 bonus to roll.

KICK

2 or 1D4 Yield Points

PUNCH

2 or 1D4 Yield Points

Talk to Animals

If there's a bird or insect or any type of animal, then she can talk to it, and ask for what to do next.

Utility - You are able to communicate with a person or creature regardless of language

Animal Agility

She's like a lizard that can run across a lake without thinking.

Utility - Move additional 3 spaces per turn for the remainder of the battle

Camouflage

If she is near a wall, she can go against it and become the same pattern and color.

Utility - Become undetectable to enemies 5 or more spaces away for 2 turns. Attacking makes you visible.

Venom Claws

You scratch at them and they get poisoned

Combat I - 1D3 Enemy takes 1 damage per round for the rest of the Battle

Fang Attack

You bite them Multiple times.

Combat O - 2D4 Damage