

# **POWER OUTAGE**

Players Name: \_\_\_\_\_

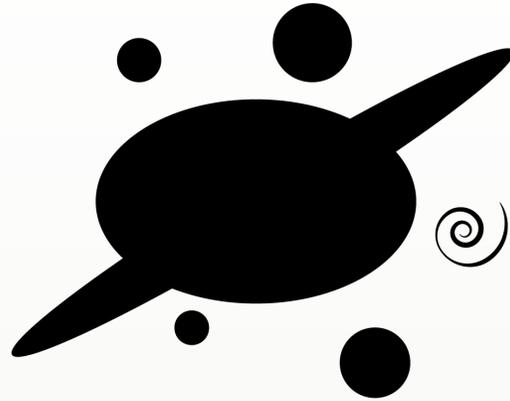
Heroes Name: **DWINGELOO**

Heroes Secret Identity: \_\_\_\_\_

Team Name: \_\_\_\_\_

Level: \_\_\_\_\_ Speed: 6

Location of Origin : Seward's refuge



## BIOGRAPHY

When your parents ship crashed here some 70 years ago, you thought there was going to be absolutely nothing to do on this humdrum planet. But when the nice agents relocated your family to Outage, you discovered that there was a whole playground of fun things to see and learn and do.

It may not be easy to make friends, especially when you're lime green, but you know so long as you keep positive, and believe in yourself, you'll not only make a few friends, but help some people too.

It's time to go explore!

## POWERS

1. ONE OF US
2. SAW THIS IN A MOVIE ONCE
3. THE TIMEWARP
4. ZONE OF AVOIDANCE
5. WORMHOLE

## WEAKNESS

### IMPERFECT COPY

When you're shapeshifted, others can tell something is a bit off. Take a -2 to IMP rolls on social situations.

## STATS

IMPACT (IMP)	3
POWER (POW)	3
ARMOR (ARM)	10
YIELD POINTS (YP)	12

YP Tracker

POWER Tracker



## PUNCH



2 or 1D4

Yield Points

## KICK



2 or 1D4

Yield Points

## 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.

## ENERGIZE



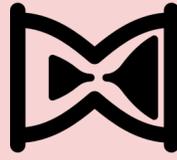
Maintain defensive (no attacks) stance reducing damage by half for 2 rounds. On 3rd round, roll D4 and earn that many Power Uses back. Standard action required to energize an ally.

## SUPER ENERGIZE



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

## The Timewarp



*You jump to the left, step to the right, with your hands on your hips you bring your knees in tight.*

**Combat O** - 1d3 - 1 enemy up to 10 spaces away - Slow enemy movement as if each space were 3

## Saw this in a movie once



*The tip of your finger shines with a bright light*

**Utility** - Create Light source or non-combative source of power based energy

## One of Us



*You shape shift to look like a someone else.*

**Utility** - Transform into something else, not changing your abilities in any way

## Wormhole



*You create a tiny void in spaces that allows you to pass through walls*

**Utility** - Phase through most walls, but you have to become substantial at the end of your movement

## Zone of Avoidance



*You materialize a field of miniature nebula the blocks adversaries*

**Supportive** - Create 1 by 2 space barrier anywhere within 10 spaces from you