

# **POWER OUTAGE**

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

Heroes Name: **Law Yarr**

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

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

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

Location of Origin : The Sink



*The open oceans have been your backyard for as long as you can remember, sailing among the islands of the Sink, and getting educated from the finest maritime law institutions of the Imperial Navy fleet. But one fateful day on the high seas, the oceans cast you overboard. It is said that you won an argument against Poseidon himself, and in doing so granted you a bit of his majesty. Returning to the surface, you employed a pirate crew and set sail for the mainland on your ship, the Sua Sponte. With your eyes set on the mainland, what adventures may you call forth as a witness.*

## STATS

IMPACT (IMP) 3

POWER (POW) 3

ARMOR (ARM) 10

YIELD POINTS (YP) 13

## POWERS

1. MUTINY
2. DAVEY JONES LOCKEM UP
3. I BE WANTING THE TRUTH
4. POST BAIL
5. PARLAY

## WEAKNESS

### SILENCE

Player must verbally (and preferably spoken as a pirate) argue the merits to any combat or action roll, or take a negative 1 to said roll.

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.

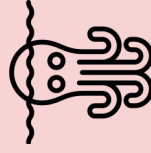
## Mutiny



You rapidly argue the Prisoners Dilemma for a nearby enemy, making them fight their own friend

**Combat M** - 1 adjacent enemy, Next round enemy attacks any adjacent enemy

## Davey Jones's Lockem Up



A squid appears, entangling the enemy and slowing them down

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

## I be Wanting the Truth



Whether or whether not you can handle the Truth

**Utility** - Lie Detector for the rest of the engagement

## Post Bail



You create a miniature typhoon around your friend protecting them

**Supportive** - Make one space a safe zone for 2 rounds, can be maintained per round at the cost of movement

## Parlay



You decide to take a plea bargain. It's a sacrifice, but someone's gotta make it.

**Supportive** - Do 1d3 damage to self or friend in order to recover 1d4 YP for self or friend. Power must always include self as either target or recipient, and you can not double down on an individual or oneself.