

POWER OUTAGE

Players Name: _____

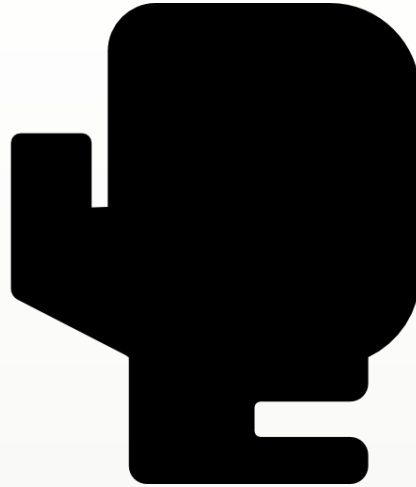
Heroes Name: **PunchAble**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : The Sink



Growing up on the mean and watery streets in the sink can be tough, but you've always been a tough kid. You used to sneak into the crowds of the fighting barges, to watch the boxers practice their arts. Every day you trained diligently until the point where your body was a a perfect boxing machine. And then, to top it all off, you discovered the wreckage of an ancient alien vessel in the reefs. Within it, you found pair of glowing red knuckle rings that gave your powers added oomph.

It's time to go out into the world and punch the lights out of evil!

POWERS

1. FLOAT LIKE A BUTTERFLY
2. STING LIKE A BEE
3. SERIOUS PUNCH
4. LIKE BOWLING PINS
5. ROPE A DOPE

WEAKNESS

ENEMY KICKS.

Unable to accommodate for enemy kicks, any kick leveled at punchable provides him a negative 2 to Armor

STATS

IMPACT (IMP)	4
POWER (POW)	2
ARMOR (ARM)	10
YIELD POINTS (YP)	11

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



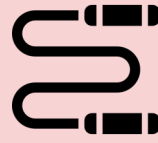
Maintain defensive (no attacks) stance reducing damage by half for 2 rounds. On 3rd round, roll D4 and earn that many Power Uses back. Standard action required to energize an ally.

SUPER ENERGIZE



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

Rope a Dope



Phantom Ring ropes pull the enemy to within your punching range

Combat K – Enemy is pulled to the nearest adjacent spot next to a hero (Avoiding hazards) from up to 5 spaces away

Like Bowling

Pins

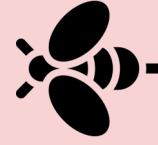


You punch 1 person who falls back into his friends

Combat H - 1d6 – 1st enemy takes full damage, 2nd enemy takes half, 3rd takes half of second rounding down. First enemy must be adjacent while other enemies must be adjacent to each other.

Sting like a

Bee



You make a lightning quick jab to the enemy next to you

Combat B - 2d4 – 1 Adjacent Enemy

Float Like a

Butterfly



Your moves are so fluid, you actually take off from the ground. Helps to have magic knuckle rings though.

Utility – Flight – Move over traps or hazards at normal speed

Serious

Punch



Your fists glow with detached yet alarmingly powerful intent

Utility - Boost self or friends IMPACT attacks by 2 for 5 rounds