

POWER OUTAGE

Players Name: _____

Heroes Name: **ROCK 'N' TROLL**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : The OverGrowth

Growing up in a tiny village of Jungle Trolls in the OverGrowth your tribe has learned that the best way to keep the forests sentient plant life at bay is through music. Your people have cultivated trade of rare jungle medicines for music and instruments. Having finally achieved your instrument of Power, you set forth out into the world, axe in hand, to learn what it means to grow up, to learn new forms of musical power, and to Rock peoples socks off!

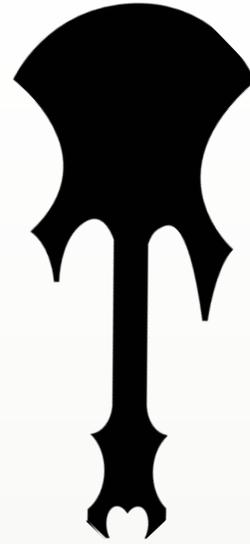
STATS

IMPACT (IMP) 2

POWER (POW) 4

ARMOR (ARM) 10

YIELD POINTS (YP) 14



POWERS

1. ANOTHER ONE BITES THE DUST
2. RAMBLE ON
3. WON'T GET FOOLED AGAIN
4. WHILE MY GUITAR GENTLY WEEPS
5. FREE BIRD

WEAKNESS

BAD MUSIC

Hearing bad music causes disharmony for the hero, causing negative 2 to Power Rolls. GM must sing the bad music in order to activate the weakness.

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.

Another One Bites the Dust



You swing your Axe (guitar) laying about many enemies

Combat E - 1D8 up to 4 enemies up to 5 spaces away Split damage across enemies in any amount so long as it totals the roll of the dice.

Ramble On



You slam a power chord your guitar knocking enemies back with the sound

Combat L - 1 enemy up to 2 spaces away - Enemy is pushed back 2 spaces (not avoiding hazards)

Won't Get fooled Again



Your vocal control allows you perfect mimicry of any musician or enemy

Utility - Change your voice including perfect mimicry and/or throwing your voice

While My Guitar Gently Weeps



As your song plays no one wishes to attack you

Utility - Become indestructible but unable to attack for 5 rounds

Free Bird



Your song entrances it's listeners and takes their imagination to where you want them to go

Supportive - Any space up to 10 spaces away - Create illusion undetectable to enemies up to 3 spaces from the illusion