

# ⚡ POWER OUTAGE

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

Heroes Name: **SANDWITCH**

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

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

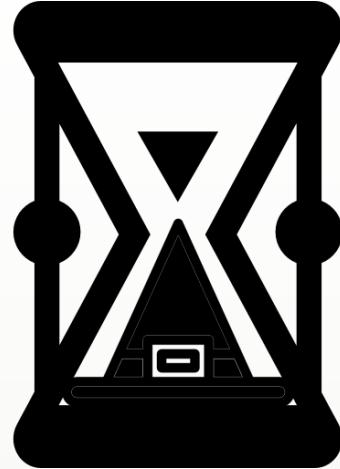
Level: \_\_\_\_\_ Speed: 6

Location of Origin : The OverGrowth

*There is no greater wealth spring of magic and culinary arts than in the deepest recesses of The Overgrowth. The same rare herbs work wonders in both crafts. Which is why your order created a school on it's overgrown shores. While most delve into the jungle, you however have discovered that there is magic to be found within the sand itself. There are two things you love in this world. The art of magic, and the art of sandwich crafting. Perhaps now it's time to see what else Outage has to offer.*

## STATS

<b>IMPACT (IMP)</b>	2
<b>POWER (POW)</b>	4
<b>ARMOR (ARM)</b>	10
<b>YIELD POINTS (YP)</b>	13



## POWERS

1. QUICK SAND
2. PROSHOOTO
3. IT GET'S EVERYWHERE
4. SANDBARGE
5. MAYO CLINIC

## WEAKNESS

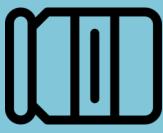
### WATER

Nothing ruins a picnic or a conjuration, like unexpected Rain. Water the bain of witches. Rain and running water causes -3 to armor. Being submerged unprotected does 1 YP of damage per round.

### YP Tracker

### POWER Tracker



<p><b>SUPER ENERGIZE</b></p>  <p>Similar to Energize Defensive Stance stays for 3 rounds, you are immobile, but receive a guaranteed full roll value.</p>	<p><b>Mayo Clinic</b></p>  <p>You slather on a white substance that provides restorative benefits to your ally</p> <p><b>Supportive</b> - Advanced Regeneration - Roll a D8 instead of a D6 as a minor action for 3 Regenerations</p>
<p><b>ENERGIZE</b></p>  <p>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.</p>	<p><b>Sandbarge</b></p>  <p>You cast your hand forth forming a sandy barrier in the shape of a submarine</p> <p><b>Supportive</b> - Create 1 by 2 space barrier anywhere within 10 spaces from you.</p>
<p><b>REGENERATE</b></p>  <p>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.</p>	<p><b>It Gets Everywhere</b></p>  <p>Morph into grains of sand so fine it can travel through most walls</p> <p><b>Utility</b> - Phase through most walls, but you must become substantial at the end of your movement</p>
<p><b>KICK</b></p>  <p><b>2 or 1D4 Yield Points</b></p>	<p><b>Proshooto</b></p>  <p>You fire meat so thinly sliced, it's cutting edges</p> <p><b>Combat G</b> - 1D4 1 enemy up to 15 spaces away</p>
<p><b>PUNCH</b></p>  <p><b>2 or 1D4 Yield Points</b></p>	<p><b>Quicksand</b></p>  <p>You form a pool of mystical quicksand under the feet of an enemy</p> <p><b>Combat D</b> - Stop Enemy movement for 1 round</p>