

# **POWER OUTAGE**

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

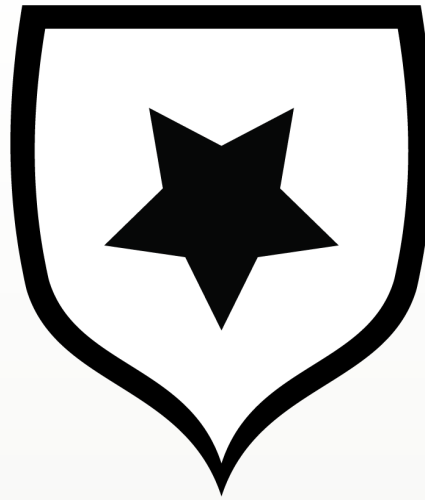
Heroes Name: **SHIELDSTER**

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

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

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

Location of Origin : Seward's refuge



## BIOGRAPHY

Growing up on a military base is not always fun, but having parents involved in the Research and Development Department is. The interesting thing is parents don't always see the potential of things, and often projects and equipment would go into the catacombs of disused equipment. It was in these long forgotten warehouses of antiquated technology where you enjoyed playing, that you were able to piece together your Shieldster suit from the throw offs of armored vehicles, and undersized exoskeletons. Now given your district access pass, you are free to go out and make a difference. Defending those who need to be shielded.

## POWERS

1. SHIELD POP
2. I GOT YA
3. LIKE A TURTLE
4. YOU'LL HAVE TO GO AROUND
5. I THINK NOT!

## WEAKNESS

### OFFENSIVE EXHAUSTION

Bringing enemies to Zero YP reduces your total YP by 1 for the rest of the adventure.

## STATS

IMPACT (IMP)	2
POWER (POW)	2
ARMOR (ARM)	12
YIELD POINTS (YP)	16

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.

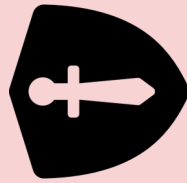
## SUPER

### ENERGIZE



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

## Shield Pop



You slam your shield forward knocking the enemy away from you.

**Combat A** - 1D4 – Push Target back 1 space not avoiding obstacles

## I Got Ya



Seeing an enemy approaching your friend you prepare your shield to stop their attack

**Combat F** - Stop Enemy Attack for 1 round up to 5 spaces away

## Like a Turtle



You equip both shields and form an impenetrable shell around you.

**Utility** - Become unmovable for 1 round, avoid damage, but can not attack

## You'll have to go around



You summon mystical shields separating creating a wall of translucent iron

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

## I think not!



You interject your shield into an attack reducing the damage your friend receives

**Supportive** - Reduce damage to a friend by 2 (as a reaction)