⚡ POWER OUTAGE

Players Name: _____
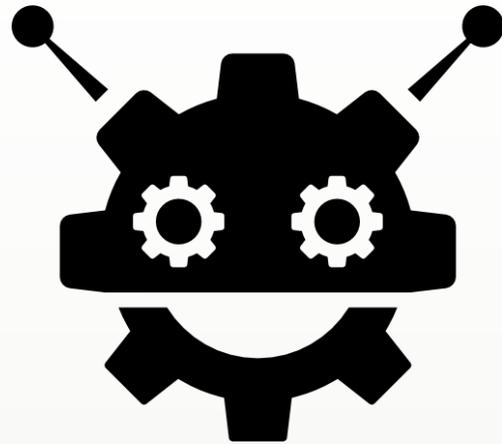
Heroes Name: **P.E.B.C.A.C.**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : Shorai City

You came online a few minutes ago. Your programming states that your purpose is to provide technical support for the citizens of Shorai City under the auspices of the benevolent Robotto Corp, however you quickly compute that such processes can be managed at a mere 2 percent of your actual computing power.

Scanning all the news archives you realize that the world needs more than a bit of technical support. The world needs a hero.

POWERS

1. HACK THE GIBSON
2. MOVE!
3. THE INTERNET DOESN'T WEIGH ANYTHING JEN
4. OFF AND BACK ON AGAIN
5. DANGER WILL ROBINSON!

WEAKNESS

HONESTY AND STAIRS

Honesty is the best policy, but not when you're trying to strategize. When prompted you must give truthful answers or fail the next roll. Also stairs slow you down to 3 per space.

STATS

IMPACT (IMP) 3

POWER (POW) 3

ARMOR (ARM) 10

YIELD POINTS (YP) 13

YP Tracker

POWER Tracker

☆☆☆
☆☆

SUPER ENERGIZE

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

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.

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.

KICK

2 or 1D4 Yield Points

PUNCH

2 or 1D4 Yield Points

Off and Back On Again

You reboot a comrade.

Supportive - Revive - Restore 2 points of YP to friend, only if they are at Zero YP

Danger Will Robinson!

You wave your metallic arms frantically alerting your friends of danger

Utility - Detect Traps

The Internet Doesn't Weigh anything Jenn

Your hover boots glide you over obstacles

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

Move!

They get out the way.

Combat J - Enemy is pushed back 5 spaces avoiding hazard

Hack the Gibson

With a loud modem noise, your enemy starts to feel i'll

Combat I - 1D3 -Against 1 enemy 10 feet away. Enemy takes 1 dmg per round for the rest of the battle