

POWER OUTAGE

Players Name: _____

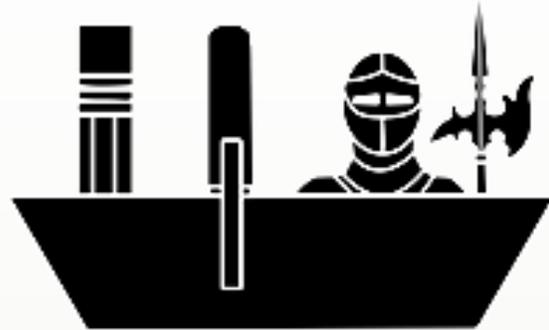
Heroes Name: **POCKET PROTECTOR**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : Shorai City



The youngest person to pass the Shorai City Police Academy, you were called into an interview by the top brass. The Police Research and Development Program has created a suit that allows it's wearer to shrink down to pocket size. You are the perfect candidate to pilot this suit. As part of the testing program, you have been granted the ability to act on your own or in accordance with other super heroes in the Shorai City Districts. What other powers can you unlock within the suits potential?

STATS

IMPACT (IMP)	3
POWER (POW)	2
ARMOR (ARM)	11
YIELD POINTS (YP)	14

POWERS

1. POKEMAN
2. THE PEN IS MIGHTIER
3. POCKET PROTECTION
4. SQUID INK
5. I GOT POCKETS FOR DAYS!

WEAKNESS

ONLY TWO STATES

Can only exist in one of two sizes, potentially making it easier for the hero to be trapped if there is no room to grow.

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.

The Pen is Mightier



Your weapon instantly changes from pen to sword with your size changes. When enlarged, you wield a Sword.

Combat A - Deal 1d4 damage and push target back 1 space.

When smaller you wield a Pen

Combat B - 2d4 adjacent

Squid Ink



You fire a shot of ink at an opponent, temporarily blinding them.

Combat C - Blind causing next attack to take a negative 2 to attack and damage roll

PokeMan



Shrink down to a size that can fit into a pocket. Grow back again when desired.

Utility - Transform into something else, not changing your abilities in any way.

I Got Pocket's for Days!



You fish around in your pocket and pull something out.

Utility - Pull a random non-combat object out of seemingly nowhere (player or GM's choice)

Pocket Protection



Your shield changes into a small badge and back as you change.

When Large -

Supportive - Reduce attack to a friend by 1 (as a reaction)

When Small

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