POWER OUTAGE

Players Name: _____

Heroes Name: **SUBURBANKNIGHT**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : Atomnyy Zavod

BIOGRAPHY

Growing up in an Atomnyy Zavod Orphanage may seem like it is a drab and miserable existence, but not for you. You were always able to find the ways to make everyone's lives better. To encourage those around you to work harder, and be stronger, and their strength became yours. Now It's time to bring that sense of community to the rest of Outage. Its time to bring people together, even if it means you must lose yourself in the crowd.

You are a protector of the lonely. You are the gatherer of great forces. You are the signal in the night.

Charge ahead!

POWERS

1. SAFE SPACE

2. LEND A HAND

3. GUILTY BY ASSOCIATION

4. RAPID RESPONSE

5. WON'T YOU BE MY NEIGHBOR

WEAKNESS

DETACHMENT

Being more than 10 spaces away from any ally causes a negative 1 to IMP or POW attacks

STATS

IMPACT (IMP)   2

POWER (POW)   3

ARMOR (ARM)   11

YIELD POINTS (YP)   13

YP Tracker

POWER Tracker

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☆☆

SUPER ENERGIZE

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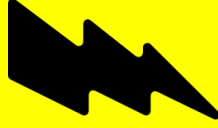
ENERGIZE

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.
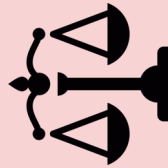
REGENERATE

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

Won't you be my neighbor

Your presence makes it easier for people to be confident

Supportive - Roll a d20. If you get a 10 or higher your friend can reroll any power and use the higher of the two

Lend a Hand

You give up a bit of yourself to help out a friend, expecting at some point they'll do the same for you

Supportive - Do 1d3 damage to self or friend in order to gain 1d4 YP to self or friend (Power must always include Self either as the target or recipient. You can not double down on yourself.

Safe Space

You create a safe space for you or your ally

Supportive - Make one space a safe zone for 2 rounds, can be maintained per round at the cost of movement

Rapid Response

Your call to arms, makes you more agile

Utility - Move additional 3 spaces per turn for the remainder of the battle

Guilty by Association

Your judgment falls on two adjacent enemies

Combat N - 1d6 damage roll damage for each against 2 adjacent enemies