

POWER OUTAGE

HEROES: 1ST GENERATION



BEBARCE EL-TAYIB

Hello Downloader! Thank you for selecting Power Outage: The 1st Generation pre-generated heroes.

These characters are intended to be used with the [Power Outage Core Rules Book](#). A game designed to be played with children, but can be played by adults.

<http://www.drivethrurpg.com/product/178669/Power-Outage>

Feel free to also check out the first Adventure Block: [Mrs. Robotto - Trading Spaces](#)

<http://www.drivethrurpg.com/product/178671/Power-Outage-Action-Block--Mrs-Roboto--Trading-Spaces>

Finally be sure to check out these websites for continual updates.

<http://www.poweroutagegame.com>

<https://www.facebook.com/groups/PowerOutagePlayersGroup/>

While I encourage you to try out creating custom characters with assistance from the CRB, these pre-generated characters are great for jumping right into the game feet first. It's also great for demoing the game to people who are unfamiliar with the mechanics and want to just start into it.

Thanks again, and enjoy Being a Hero!

Many of the card symbols were created by [Freepik](#) from www.flaticon.com

POWER OUTAGE

Players Name: _____

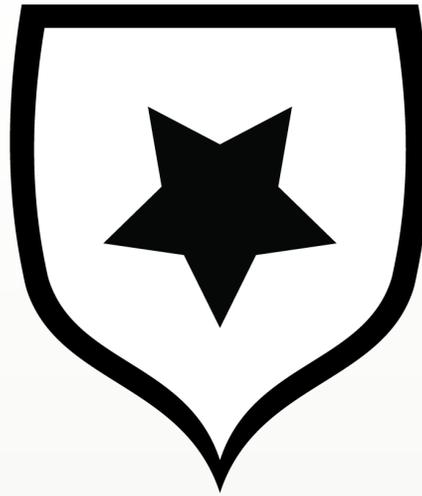
Heroes Name: **SHIELDSTER**

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!

(Pick 2 Powers at levels 1 and 3)

WEAKNESS

OFFENSIVE EXHAUSTION

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

STATS

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 2 | 2 | 5 | 15 |
| 2 | 2 | 2 | 5 | 17 |
| 3 | 2 | 2 | 6 | 17 |
| 4 | 2 | 2 | 6 | 19 |

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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



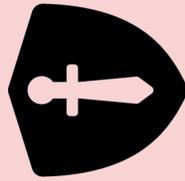
Maintain defensive (no attacks) stance reducing damage by half for 2 rounds. On 3rd round, roll D4 and earn that many Power Uses back. Standard action required to energize an ally.

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

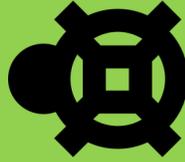
I Got Ya



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)

POWER OUTAGE

Players Name: _____

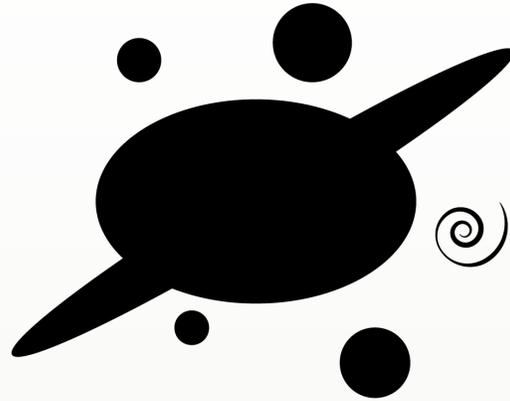
Heroes Name: **DWINGELOO**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : Seward's refuge



BIOGRAPHY

When your parents ship crashed here some 70 years ago, you thought there was going to be absolutely nothing to do on this humdrum planet. But when the nice agents relocated your family to Outage, you discovered that there was a whole playground of fun things to see and learn and do.

It may not be easy to make friends, especially when you're lime green, but you know so long as you keep positive, and believe in yourself, you'll not only make a few friends, but help some people too.

It's time to go explore!

POWERS

1. ONE OF US
2. SAW THIS IN A MOVIE ONCE
3. THE TIMEWARP
4. ZONE OF AVOIDANCE
5. WORMHOLE

(Pick 2 Powers at levels 1 and 3)

WEAKNESS

IMPERFECT COPY

When you're shapeshifted, others can tell something is a bit off. Take a -2 to IMP rolls on social situations.

STATS

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 3 | 3 | 3 | 16 |
| 2 | 3 | 3 | 3 | 20 |
| 3 | 3 | 4 | 3 | 20 |
| 4 | 3 | 4 | 3 | 22 |

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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

Timewarp



You jump to the left, step to the right, with your hands on your hips you bring your knees in tight.

Combat 0 - 1d3 - 1 enemy up to 10 spaces away - Slow enemy movement as if each space were 3

Saw this in a
movie once



The tip of your finger shines with a bright light

Utility - Create Light source or non-combative source of power based energy

One of Us



You shape shift to look like a someone else.

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

Wormhole



You create a tiny void in spaces that allows you to pass through walls

Utility - Phase through most walls, but you have to become substantial at the end of your movement

Zone of
Avoidance



You materialize a field of miniature nebula the blocks adversaries

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

POWER OUTAGE

Players Name: _____

Heroes Name: **SUBURBANKNIGHT**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : Atomny Zavod



BIOGRAPHY

Growing up in an Atomny 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

(Pick 2 Powers at levels 1 and 3)

WEAKNESS

DETACHMENT

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

STATS

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 4 | 2 | 3 | 14 |
| 2 | 4 | 2 | 3 | 16 |
| 3 | 4 | 2 | 4 | 16 |
| 4 | 4 | 2 | 4 | 20 |

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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



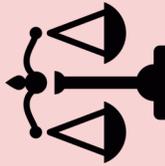
Maintain defensive (no attacks) stance reducing damage by half for 2 rounds. On 3rd round, roll D4 and earn that many Power Uses back. Standard action required to energize an ally.

SUPER ENERGIZE



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

Guilty by Association



Your judgment falls on two adjacent enemies

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

Rapid Response



Your call to arms, makes you more agile

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

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

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.

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

POWER OUTAGE

Players Name: _____

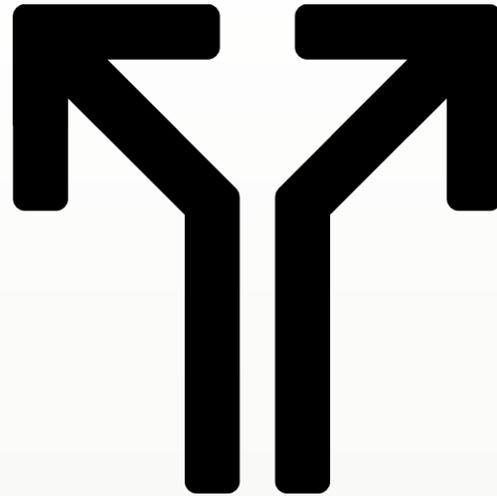
Heroes Name: **STUNT DOUBLE**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : Atomny Zavod



BIOGRAPHY

It started out as a normal day on the movie set. The star was called away and you were called in to back flip off a landing and into a vat of fake Atomic Accelerator. What you didn't know was that the director had thought in order to achieve authenticity, he would use the real stuff.

After countless tests, one secret Factory Scientist explained that your sub atomic particles can move so fast that you can actually split a duplicate of yourself from the future to occur simultaneously in the present. Much like a very real and tangible after image.

With great power, comes great acting scenes. And what better way to prepare for your future as a hero on stage, than to be a hero in real life.

POWERS

1. ACTION SEQUENCE
2. DOUBLE EXPOSURE
3. ZOOM SHOT
4. JUMP CUT
5. FISH EYE

(Pick 2 Powers at levels 1 and 3)

WEAKNESS

YOUR OWN REFLECTION

Disables body double in any powers.

STATS

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 4 | 3 | 2 | 13 |
| 2 | 4 | 3 | 2 | 17 |
| 3 | 4 | 4 | 2 | 17 |
| 4 | 4 | 4 | 2 | 19 |

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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.

Double Exposure



You briefly split in two, attacking your enemies before phasing back together

Combat N - 1d6 2 adjacent creatures - Roll attack and damage for each

Zoom Shot



You swing a punch and your double materialize at a distance from you to complete it, before phasing out of existence

Combat G - 1d4 - 1 enemy up to 15 spaces away

Action Sequence



You're acrobatic abilities and catlike reflexes give you flight like capabilities

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

Jump Cut



As you move you jump forward disappearing and reappearing ahead of yourself

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

Fish Eye



Your enemies are confused as your doppelganger appears near by

Supportive - Create the illusion of yourself undetectable to enemies up to 3 spaces from the illusion.

POWER OUTAGE

Players Name: _____

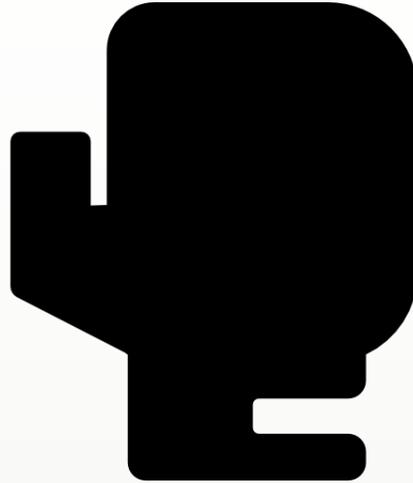
Heroes Name: **PunchAble**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : The Sink



Growing up on the mean and watery streets in the sink can be tough, but you've always been a tough kid. You used to sneak into the crowds of the fighting barges, to watch the boxers practice their arts. Every day you trained diligently until the point where your body was a a perfect boxing machine. And then, to top it all off, you discovered the wreckage of an ancient alien vessel in the reefs. Within it, you found pair of glowing red knuckle rings that gave your powers added oomph.

It's time to go out into the world and punch the lights out of evil!

POWERS

1. FLOAT LIKE A BUTTERFLY
2. STING LIKE A BEE
3. SERIOUS PUNCH
4. LIKE BOWLING PINS
5. ROPE A DOPE

(Pick 2 Powers at levels 1 and 3)

WEAKNESS

ENEMY KICKS.

Unable to accommodate for enemy kicks, any kick leveled at punchable provides him a negative 2 to Armor

STATS

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 4 | 3 | 2 | 13 |
| 2 | 4 | 3 | 2 | 15 |
| 3 | 5 | 3 | 2 | 15 |
| 4 | 5 | 3 | 2 | 17 |

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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.

Rope a Dope



Phantom Ring ropes pull the enemy to within your punching range

Combat K – Enemy is pulled to the nearest adjacent spot next to a hero (Avoiding hazards) from up to 5 spaces away

Like Bowling

Pins



You punch 1 person who falls back into his friends

Combat H - 1d6 – 1st enemy takes full damage, 2nd enemy takes half, 3rd takes half of second rounding down. First enemy must be adjacent while other enemies must be adjacent to each other.

Sting like a

Bee



You make a lightning quick jab to the enemy next to you

Combat B - 2d4 – 1 Adjacent Enemy

Float Like a

Butterfly



Your moves are so fluid, you actually take off from the ground. Helps to have magic knuckle rings though.

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

Serious

Punch



Your fists glow with detached yet alarmingly powerful intent

Utility - Boost self or friends IMPACT attacks by 2 for 5 rounds

POWER OUTAGE

Players Name: _____

Heroes Name: **Law Yarr**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : The Sink



The open oceans have been your backyard for as long as you can remember, sailing among the islands of the Sink, and getting educated from the finest maritime law institutions of the Imperial Navy fleet. But one fateful day on the high seas, the oceans cast you overboard. It is said that you won an argument against Poseidon himself, and in doing so granted you a bit of his majesty. Returning to the surface, you employed a pirate crew and set sail for the mainland on your ship, the Sua Sponte. With your eyes set on the mainland, what adventures may you call forth as a witness.

STATS

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 2 | 4 | 3 | 12 |
| 2 | 2 | 4 | 3 | 15 |
| 3 | 2 | 4 | 4 | 15 |
| 4 | 2 | 4 | 4 | 19 |

POWERS

1. MUTINY
2. DAVEY JONES LOCKEM UP
3. I BE WANTING THE TRUTH
4. POST BAIL
5. PARLAY

(Pick 2 Powers at levels 1 and 3)

WEAKNESS

SILENCE

Player must verbally (and preferably spoken as a pirate) argue the merits to any combat or action roll, or take a negative 1 to said roll.

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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.

Mutiny



You rapidly argue the Prisoners Dilemma for a nearby enemy, making them fight their own friend

Combat M - 1 adjacent enemy, Next round enemy attacks any adjacent enemy

Davey Jones's
Lockem Up



A squid appears, entangling the enemy and slowing them down

Combat O - 1d3, 1 enemy up to 10 spaces away Slow enemy movement as if each space were 3

I be Wanting
the Truth



Whether or whether not you can handle the Truth

Utility - Lie Detector for the rest of the engagement

Post Bail



You create a miniature typhoon around your friend protecting them

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

Parlay



You decide to take a plea bargain. It's a sacrifice, but someone's gotta make it.

Supportive - Do 1d3 damage to self or friend in order to recover 1d4 YP for self or friend. Power must always include self as either target or recipient, and you can not double down on an individual or oneself.

POWER OUTAGE

Players Name: _____

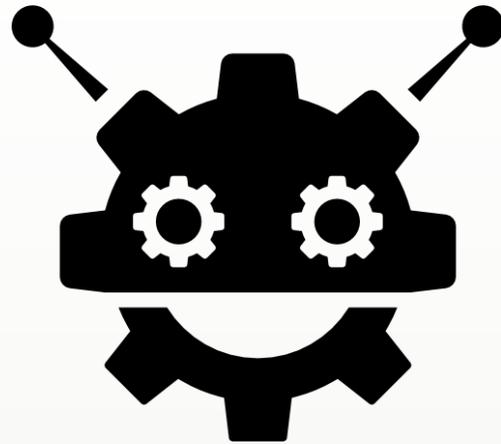
Heroes Name: **P.E.B.C.A.C.**

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. INTERNET DOESN'T WEIGH ANYTHING JEN
4. OFF AND BACK ON AGAIN
5. DANGER WILL ROBINSON!

(Pick 2 Powers at levels 1 and 3)

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

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 3 | 3 | 3 | 14 |
| 2 | 3 | 3 | 3 | 17 |
| 3 | 3 | 4 | 3 | 17 |
| 4 | 3 | 4 | 3 | 20 |

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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.

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

Move!



They get out the way.

Combat J - Enemy is pushed back 5 spaces avoiding hazard

The Internet
Doesn't Weigh
anything Jenn



Your hover boots glide you over obstacles

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

Danger Will
Robinson!



You wave your metallic arms frantically alerting your friends of danger

Utility - Detect Traps

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

POWER OUTAGE

Players Name: _____

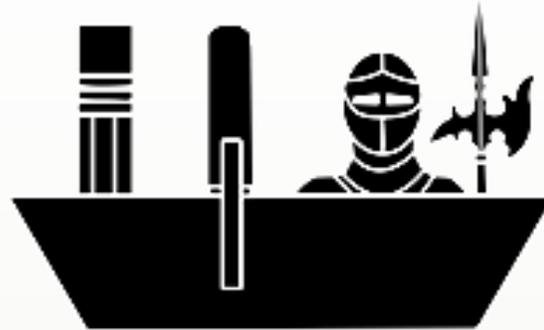
Heroes Name: **POCKET PROTECTOR**

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?

POWERS

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

(Pick 2 Powers at levels 1 and 3)

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.

STATS

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 3 | 2 | 4 | 14 |
| 2 | 3 | 2 | 4 | 17 |
| 3 | 4 | 2 | 4 | 17 |
| 4 | 4 | 2 | 4 | 20 |

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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

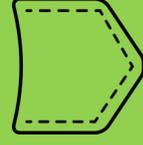
PokeMan



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-combative 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).

POWER OUTAGE

Players Name: _____

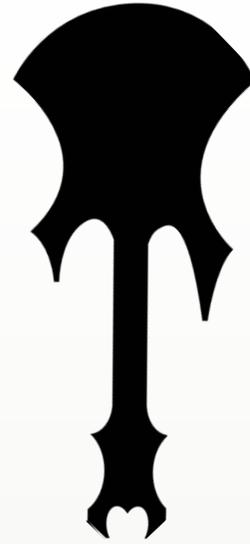
Heroes Name: **ROCK 'N' TROLL**

Heroes Secret Identity: _____

Team Name: _____

Level: _____ Speed: 6

Location of Origin : The OverGrowth



Growing up in a tiny village of Jungle Trolls in the OverGrowth your tribe has learned that the best way to keep the forests sentient plant life at bay is through music. Your people have cultivated trade of rare jungle medicines for music and instruments. Having finally achieved your instrument of Power, you set forth out into the world, axe in hand, to learn what it means to grow up, to learn new forms of musical power, and to Rock peoples socks off!

STATS

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 2 | 4 | 3 | 12 |
| 2 | 2 | 4 | 3 | 15 |
| 3 | 2 | 5 | 3 | 15 |
| 4 | 2 | 5 | 3 | 19 |

POWERS

1. ANOTHER ONE BITES THE DUST
2. RAMBLE ON
3. WON'T GET FOOLED AGAIN
4. WHILE MY GUITAR GENTLY WEEPS
5. FREE BIRD

(Pick 2 Powers at levels 1 and 3)

WEAKNESS

BAD MUSIC

Hearing bad music causes disharmony for the hero, causing negative 2 to Power Rolls. GM must sing the bad music in order to activate the weakness.

YP Tracker

POWER Tracker



PUNCH



2 or 1D4

Yield Points

KICK



2 or 1D4

Yield Points

ENCOURAGE



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.

Another One Bites the Dust



You swing your Axe (guitar) laying about many enemies

Combat E - 1D8 up to 4 enemies up to 5 spaces away Split damage across enemies in any amount so long as it totals the roll of the dice.

Ramble On



You slam a power chord your guitar knocking enemies back with the sound

Combat L - 1 enemy up to 2 spaces away - Enemy is pushed back 2 spaces (not avoiding hazards)

Won't Get fooled Again



Your vocal control allows you perfect mimicry of any musician or enemy

Utility - Change your voice including perfect mimicry and/or throwing your voice

While My Guitar Gently Weeps



As your song plays no one wishes to attack you

Utility - Become indestructible but unable to attack for 5 rounds

Free Bird



Your song entrances it's listeners and takes their imagination to where you want them to go

Supportive - Any space up to 10 spaces away - Create illusion undetectable to enemies up to 3 spaces from the illusion

POWER OUTAGE

Players Name: _____

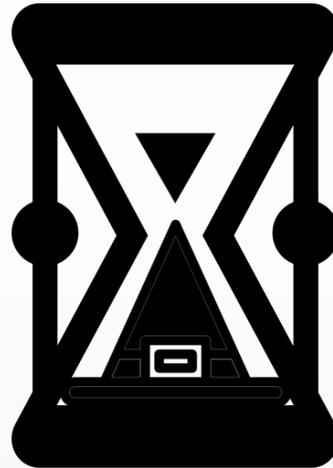
Heroes Name: **SANDWITCH**

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

| Level | IMPACT | POWER | OHMER | YP |
|-------|--------|-------|-------|----|
| 1 | 2 | 5 | 2 | 11 |
| 2 | 2 | 5 | 2 | 14 |
| 3 | 2 | 6 | 2 | 14 |
| 4 | 2 | 6 | 2 | 16 |

POWERS

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

(Pick 2 Powers at levels 1 and 3)

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



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.

Quicksand



You form a pool of mystical quicksand under the feet of an enemy

Combat D - Stop Enemy movement for 1 round

Proshooto



You fire meat so thinly sliced, it's cutting

Combat G - 1D4 1 enemy up to 15 spaces away

It Get's
Everywhere



Morph into grains of sand so fine it can travel through most walls

Utility - Phase through most walls, but you must become substantial at the end of your movement

Sandbarge



You cast your hand forth forming a sandy barrier in the shape of a submarine

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

Mayo Clinic



You slather on a white substance that provides restorative benefits to your ally

Supportive - Advanced Regeneration - Roll a D8 instead of a D6 as a minor action for 3 Regenerations