



POWERS: CYBERNETIC IMPLANTS

With the exception of her energy blaster, Most of Cyberous' powers are provided by several Cybernetic Implants, Any time you suffer Massive Damage the Editor-in-Chief may have this power malfunction until the end of the scene (as your implants are assumed to have basic self-repair systems). You may "reboot" a power during the same scene with an expenditure of a Plot Die.

ARMOR

Dermal Plates implanted on your skin.

Rank: 5

ENHANCED STRIKE

You can charge up your fists with an electrical charge.

Rank: 4

Effect: (shown under attacks)

SUPER-SENSE

You possess internal motion sensors.

Rank: 2

Speed: Simple to turn on/off

Effect: Detect Movement with a 1 area range.

WIRELESS

Rank: 3, **Burnout:** 3

Speed: Demanding

Effect: You can wirelessly communicate with any computer or electronics within range (2 areas), regardless of whether it has an access port. You instinctively know the basic parameters of the device and can manipulate it, using the greater of either your Technology skill or your Power Rank. You can also use this power to overcome security programs that deny access by making a power action roll.

Power Modification: External Power Source (**Burnout** 13)

ELEMENTAL/ENERGY BLAST

You possess a energy blaster of own design.

Rank: 5, **Burnout:** 4

Effect: See attacks.

Power Modification: Removable Item (Anyone can use this rifle, her arm slips into the gun's casing), External Power Source (**Burnout** 14)

SKILLS (BONUS/PASSIVE):

Academics {Mathematics}: 3/18	Athletics: 3/18
Drive: 1/16	Engineering
Firearms {Rifles} 3/18	[Cybernetics]: 3/18
Local Knowledge: 1/16	[Weapon Systems]: 3/18
Medicine {EMT, Cybernetics}: 2/17	Melee: 3/17
Outdoorsman: 2/16	Perception: 2/16
Science [Physics]: 2/17	Technology
Urban Survival: 2/16	[Basic]: 1/16
	[Computer Pro.]: 3/18
	[Computer Hacking]: 1/16

{x} denotes skill focus, gain +1 bonus when using the listed skill with the listed bonus, [x] denotes specific fields of study, these are treated as individual skills.

CYBEROUS

TAGLINE: I GOT THIS.

DESIGNATION: TECH HERO -BRAWLER

POWER LEVEL: DELTA (B-LISTER)

ATTRIBUTES

MIGHT:	5	D8 (+3)	PACE:	3 AREAS
PROWESS:	7	D10 (+3)	INITIATIVE:	3D10
QUICKNESS:	5	D8 (+3)		
VIGOR:	5	D8 (+3)	AVOIDANCE:	17
CHARISMA:	3	D6 (+2)	FORTITUDE:	18
INSIGHT:	4	D6 (+2)	DISCIPLINE:	17
LOGIC:	6	D8 (+3)		
RESOLVE:	6	D8 (+3)	STAMINA (WOUNDS):	52 (4)
			AR:	BALLISTIC/MELEE 5 ENERGY: 3

PLOT DIE 2 D6

ATTACKS

(Enhanced Strike)	Attack: +3 (Pr)
Electro Fists	Damage: d8 (Mi) (electrical)
(Elemental/Energy Blast)	Attack: +4 (Pr)
Electro -Blaster Rifle	Damage: d6 (Qu) (electrical)
	Range: 2, Burnout: 4

ADVANTAGES

JURY RIGGING [SKILL]

Benefit: You get a +1 bonus to your Engineering skill when repairing items.

HACKER [SKILL]

Benefit: You get a +1 bonus when using the Technology skill to break security codes or find your way around a computer system.

VISIONARY [SKILL]

Benefit: You may use your Engineering Skills to create useful, unique equipment.

GEAR:

Technician Pack:

Utility Belt, Banged up Shake Flashlight, 2 way radio/ walkie-talkie*, Solar Powered Jump Starter, 100-Piece Mechanics Tool Kit missing 25 pieces, Workman Gloves, Multi-Tool, Tool Belt, 16GB Solar powered MP3 player with 14GB of movies, music and apps preloaded.

Other Gear:

Duct Tape, Hand held GPS (Military Spec), Water Filtration Kit

DISADVANTAGES

UNRELIABLE AT THE BEST OF TIMES

At any time, once per scene, the Editor-n-Chief may decide that a piece of your tech or an external power source just fails to work. This may be applied to some or all your powers, but only to powers with a burnout value. You may spend a Plot Die to resist this result.

PERSONALITY FLAWS

HAUNTED BY NIGHTMARES

You see the zombies in your sleep.

You have trouble sleeping through the night without zombies infecting your dreams. At times it's so bad that they appear in your daydreams as well.

POST-TRAUMATIC STRESS DISORDER

You have seen the dark face of the apocalypse; it's changed you, and you're on the edge of losing it, all the time.

Not only brought on through combat experience, PTSD can be brought on by any violent traumatic experience, like a zombie apocalypse. You are always on edge; you jump at loud noises and fly off the handle sometimes despite yourself. It's hard for you to sleep, but when you do, you sleep with a knife at your side and a gun under your pillow.