



## POWER HOUSE

**TAGLINE:** IS THAT ALL YOU GOT?

**DESIGNATION:** SUPER-HUMAN - HEAVY

**POWER LEVEL:** DELTA (B-LISTER)

### ATTRIBUTES

<b>MIGHT:</b>	7	D8 (+3)	<b>PACE:</b>	3 AREAS
<b>POWERED:</b>	11	D12 (+4)	<b>INITIATIVE:</b>	2D10
<b>PROWESS:</b>	6	D8 (+3)		
<b>QUICKNESS:</b>	3	D6 (+2)		
<b>VIGOR:</b>	6	D8 (+3)	<b>AVOIDANCE:</b>	17
<b>POWERED:</b>	9	D10 (+4)	<b>FORTITUDE:</b>	17 (18)
<b>CHARISMA:</b>	3	D6 (+2)	<b>DISCIPLINE:</b>	16
<b>INSIGHT:</b>	4	D8 (+2)		
<b>LOGIC:</b>	3	D6 (+2)		
<b>RESOLVE:</b>	3	D6 (+2)	<b>STAMINA (WOUNDS):</b>	52 (4)
			<b>AR:</b>	<b>BALLISTIC/MELEE 7</b>
				<b>ENERGY: 3</b>

**PLOT DIE** 2 D6

### ATTACKS

<b>Melee</b>	<b>Attack:</b> +5 (Pr) <b>Damage:</b> d1 (Mi)
<b>Melee (Powered Form)</b>	<b>Attack:</b> +5 (Pr) <b>Damage:</b> d8 (Mi)

### POWERS:

**BURNOUT THRESHOLD: 18**

### ARMORED FORM:

Power House can change his body to a cristaline form, all of the following powers share the *Unarmed Form* power modifaicon

#### UNPOWERED FORM

**Speed:** Demanding

Change into armored form to utilize all of your powers. You cannot access ANY powers without being in your powered form.

#### ARMOR

**Rank:** 7

#### INVULNERABILITY (MENTAL):

**Rank:** 7

Mental (Fortitude is concidered 3 points higher vs. Metal attacks to resist massive damage)

#### LIFE SUPPORT:

**Rank:** 6, **Burnout:** 5

**Speed:** Trivial or Simple Push

**Immune to:** common environmental conditions such as cold or heat. Hold breath underwater, immune to gases, and water pressure.

> The following powers all share the *Linked* power modifaicon

#### ENHANCED ATTACK:

**Rank:** 5

When in armed form your hands are as hard as steel adding to your unarmed damage.

#### ENHANCED ATTRIBUTE (MIGHT):

**Rank:** 8

Already shown attributes under *Powered*

#### ENHANCED ATTRIBUTE (VIGOR)

**Rank:** 6

Already shown attributes under *Powered*

### SKILLS (BONUS/PASSIVE - POWERED FORM):

Athletics: 2/17(18)

Drive: 3/17

Engineering

[Automobile Mechanic]: 3/17

Linguistics: 2/16

Local Knowledge: 1/15

Melee {Unarmed}: 4/19

Scavenge: 3/17

Technology

[Basic]: 2/16

Urban Survival: 1/15

{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



## **DISADVANTAGE**

### **VULNERABILITY**

Sonic Attacks or Loud Noise (140 dB)

*Incapacitating*

*Incapacitating weakness:*

After the initial exposure to the offending stimuli the hero begins to lose 2d12 stamina, which bypasses all AR, every tick until they fall unconscious and remain so until they are removed from within range of the item in question or no longer under when under specified conditions, healing 1d10 stamina every 12 ticks until they are fully healed.

The Extra damage dealt by this disadvantage does not count when determining if you have suffered massive damage.

If you are directly attacked with a sonic attack you suffer the above effects with each attack.

## **ADVANTAGES**

### **DIEHARD [COMBAT]**

**Benefit:** Once per scene, as a Simple action, you restore d(Vi) plus your Passive Resolve Value in Stamina.

### **QUICK [SKILL]**

**Benefit:** Increase your movement by one zone, this talent does not stack with movement based powers. (Already included in your pace)

### **RELENTLESS [COMBAT]**

**Benefit:** All effects that would move you involuntarily in any direction have their distance reduced by half your Passive Might Value (to a minimum of 1) in areas. You also gain a +2 bonus to all Dynamic Action Skill Rolls when resisting being tripped or otherwise moved.

### **SKILL FOCUS (MELEE: UNARMED)**

**Benefit:** You gain a +1 bonus when using Melee: Unarmed

## **GEAR:**

**Weapons:**

Authentic Katana, Medium Semi-Auto with 3 magazines.

**Scout Pack**

17oz Water Filtration System Bottle, Climbers Kit, Climbing boots, Well kempt Shake Flashlight, Tactical Hoody jacket, Tactical Night Vision Goggles, Rope (Nylon) 30' with grapple, Incomplete set of playing cards

## **PERSONALITY TRAITS**

### **THE HERO'S CODE**

Whether you actually believe in it or just using it to hold on to your sanity, you continue to follow the unwritten code of superheroes to an extreme. You do not lie, cheat, or steal, even to survive. You treat zombies as you would any other supervillain or henchman; honorably.