

TAGLINE: "I got this!"

PERSONALITY FLAWS: Haunted by Nightmares, P.T.S.D.

PLOT POINTS:

	SCORE	BONUS	SAVE		SCORE	BONUS	SAVE	UNDER POWERED FORM
STRENGTH	20	+5	+7	INTELLIGENCE	17	+3	+5	
DEXTERITY	16	+3	+5	WISDOM	12	+1	+3	
CONSTITUTION	14	+2	+5	CHARISMA	11	+0	+2	

RANK BONUS	+2
GRIT	+2
INITIATIVE	+3

PACE

RUN: 3

SKILL SETS (EDGES)

RANK BONUS

+2

EDGE BONUS

+4

Ex-Military Operative  
Visionary (cybernetics)

AVOIDANCE 15

DAMAGE RESISTANCE

FORTITUDE 17

Physical 3  
Energy 1

DISCIPLINE 13

STAMINA 45

CURRENT

TEMP STAMINA

WOUNDS 3

ATTACK	TO HIT/VIS	DAMAGE	NOTES
Sonic Power Blaster	+5/Av	1d8+3 (Sonic)	Range: 7 / Burnout: 3
"Electro Knuckles"	+7/Av	1d10+9	Melee
Heavy Revolver	+5/Av	1d10+3 (Ballistic)	Range: 4 / Ammo: Heavy

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BURNOUT THRESHOLD	13	2	Wireless Power	NOTES
BURNOUT THRESHOLD	13	2	Energy Blast	NOTES

## POWERS

The Following possess the Cybernetic Implants flaw  
Enhanced Melee Attack: 19 (+4) "Electro Knuckles" on/off as a bonus action  
Armor: 17 (+3) Enhanced Ability Score: Strength: 18 (+3)

Following possess the Cybernetic Implants and external power flaw  
Wireless: 14 (+2)  
Energy Blast (Sonic): 14 (+2) "Sonic Power Rifle"

## FEATS / FEATURES

Martial Artist  
Technological Savant  
Overcharge (power feat): Energy Blast

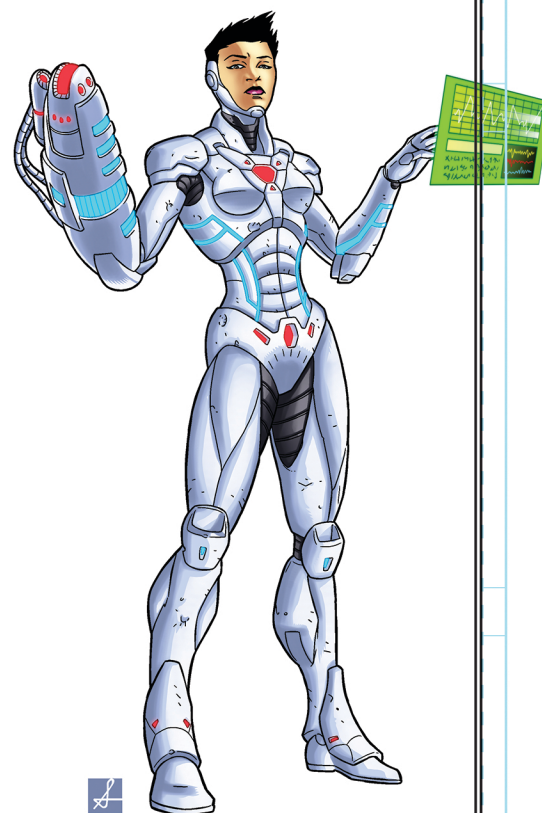
Origin Features  
Visionary Engineer  
Always one step ahead  
Only Human  
Self-Made Hero

## GEAR

Technician Go-Bag (Utility Belt, Banged up Shake Flashlight, 2-way radio/walkie-talkie, Solar Powered Jump Starter, 100-Piece Mechanics Tool Kit missing 25, Workman Gloves, Multi-Tool, Old phone with 32GB of movies, music and apps, Small solar power charger with battery

## WEAKNESS/NOTES

Physical Vulnerability: Cyberous is particularly venerable to EMPs, EMPs deal double damage and bypass DR, if you start in an area with an active EMP you suffer 4d6 damage. (see attached sheet)



## POWERS

### 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.

Additionally the following powers are Cybernetic Implants

### ARMOR

Continuous

Power Score: 17 (+3)

Primary Ability: Constitution or Dexterity

You possess a level of protection from physical attacks.

**Effect:** You possess an DR equal to your power score modifier against ballistic and melee damage. This power is significantly less effective against energy attacks, granting you only half your power score modifier against Energy Damage and granting you no DR against attacks that deal psychic damage.

### ENHANCED MELEE ATTACK (ELECTRIC) "ELECTRO KNUCKLES"

Continuous, Damaging+, Melee

Power Score: 28 (+3)

Primary Ability: Strength

Action: None/Bonus

Your attacks are especially devastating.

**Effect:** Choose a damage type and whether the effect is always active or can be turned on/off. If it can be concealed (e.g., retractable claws, flaming fists), it requires a Bonus Action to activate or deactivate.

Your unarmed melee attacks deal: Power Score Die + Power Modifier + Primary Attribute Modifier in damage.

### ENHANCED ABILITY SCORE (STRENGTH)

Continuous

Score: 18 (+4)

Primary Ability: Strength

**Effect:** your Strength is increased by your power score modifier (already included in your character sheet)

## SONIC POWER BLASTER

### BURNOUT THRESHOLD: 13

Cyberous' arm slips into her Sonic Power Blaster, this blast has the Removable Item and Eternal Power Source power modifications.

### ENERGY BLAST "SONIC POWER BLASTER"

Damaging+, Ranged.

Power Score: 16 (+3)

Primary Ability: Dexterity

Action: Action

Attack: Avoidance

Burnout: 3

You generate blasts of energy or hurl a bolt of a particular element.

**Effect:** Blasts from your plasma rifle deal 1d8+3 Sonic Damage to a range of 7 areas.

## DATA-LINK

### BURNOUT THRESHOLD: 13

Cyberous's datalink system possesses the Cybernetic Implants, and Eternal Power Source power modifications.

### WIRELESS

Range

Power Score: 12 (+3)

Primary Ability: Wisdom

Action: Demanding

Burnout: 3

You are a human-computer connection.

**Effect:** You can wearilessly communicate with any computer or electronics within range, 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 score modifier. You can also use this power to overcome security programs that deny access by making a Power Check against a DC set by your Editor-in-Chief.

**Special (Techno-Telepathy):** While you cannot hack Androids or Artificial Intelligence with this power, you can use it to communicate with them as if you possessed Telepathy at the same power score.

### Power Stunt

*Emulated Power:* Mind Control (Androids and Artificial Intelligence only)

## DISADVANTAGES

### UNRELIABLE AT THE BEST OF TIMES

At any time, once per scene, the Editor-in-Chief may decide that a peace 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.



## WEAKNESS

### PHYSICAL VULNERABILITY

Electro Magnetic Pulse (EMP)

Incapacitating deadly weakness: You possess vulnerability against damage dealt by EMP attacks, these attacks bypass any damage reduction you might possess and deal double damage dice in damage. If you start your turn within an area with an active EMP take 4d6 damage which bypasses any damage reduction you might possess. The Extra damage dealt by this disadvantage is not applied when determining the possibility of massive damage or knockback.

## FEATS

### MARTIAL ARREST

**Benefit:** You are trained in disciplined unarmed combat techniques that let you adapt to any threat. At the start of your turn, choose one of the following stances. The stance remains active until you choose a different one at the start of a future turn:

- **Precision:** You gain a +1 bonus to hit with unarmed attacks.
- **Powerful:** Your unarmed attacks deal +2 damage
- **Quick:** You may use your Dexterity modifier instead of Strength for unarmed attack and damage rolls. While in this stance, your unarmed attacks deal kinetic damage equal to your Dexterity base die plus your Dexterity modifier.

In addition, once per scene, when you hit with an unarmed attack, you may immediately use a Maneuver that involves an unarmed strike as a free follow-up, provided it requires no special equipment.

### TECHNOLOGICAL SAVANT

Edge added to Skill Sets

### OVERCHARGE (ENERGY BLAST)

*You know how to pour it on.*

**Benefit:** Choose an attack power that has a burnout cost. When you hit with that power, you can spend additional burnout to increase the damage. For each point of burnout spent, you deal 1 extra point of damage of the power's damage type, up to a maximum of extra burnout equal to your rank  $\times$  5.

## ORIGIN FEATURES

### Origin Foundation Feature:

**Visionary Engineer:** You possess an unparalleled mind for technology.

- One of your starting Skill Sets must be Visionary Engineer or a similarly themed Skill Set.
- Between issues, during your Enclave Interlude, you can repair or replace any one of your lost or broken items that possessed powers through the removable item flaw. Alternately, at the editor-in-chief's discretion, you may repair or replace a technological item possessed by an ally.

**Always one step ahead:** Once per Issue, when one of your

items is lost or destroyed, you may declare that you had a backup device or upgrade prepared in advance. As a Demanding Action, you can quickly assemble or activate this backup to replace the lost item. However, the device is flawed due to rushed deployment: Any powers granted by the replacement item are treated as if they have a Power Score of -2.

- All such powers suffer +2 additional Burnout when used.
- The backup item remains operational until the end of the Issue, after which it becomes unstable, unusable, or must be rebuilt during your next Enclave Interlude.

### Origin Foundation Limitation:

**Only Human:** You are ultimately only human; you may never increase your base physical ability scores (before the application of powers such as Enhanced Ability scores) beyond 20.

**Self-Made Hero:** All your powers must be derived from technology. Unless granted through Manifest Gear or Inventive Gadgets, every power you possess must include one of the following Power Modifications:

- All-Skill
- Cybernetic Implant
- Removable Item
- Power Armor

In addition, any power that uses a Cybernetic Implant or Removable Item must also include the External Power Source modification, representing the tech's dependence on energy systems, batteries, or infrastructure.

## 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.