

TAGLINE: *Is that all you got?*

 PERSONALITY FLAWS: *The Heroes Code*

PLOT POINTS:

	SCORE	BONUS	SAVE		SCORE	BONUS	SAVE	
STRENGTH	21	+5	+7	INTELLIGENCE	11	+0	+2	UNDER POWERED FORM
DEXTERITY	14	+2	+4	WISDOM	12	+1	+3	Strength: 17
CONSTITUTION	21	+5	+7	CHARISMA	13	+1	+3	Constitution: 18

RANK BONUS	+2
GRIT	+2
INITIATIVE	+2

PACE

RUN: 2

SKILL SETS (EDGES)

RANK BONUS +2

EDGE BONUS +4

 Ex-Collage Football Player
Urban Explorer

 AVOIDANCE 14
FORTITUDE 18
DISCIPLINE 13*

DAMAGE RESISTANCE

 In Powered Form (Physical 4
Energy 2)
*+1 vs Mind Control

 STAMINA 55
TEMP STAMINA
WOUNDS 4

CURRENT

ATTACK	TO HIT/VS	DAMAGE	NOTES
Unarmed	+7/A	1d10+5 (Kinetic)	Melee
Heavy Revolver	+4/A	1d10+2 (ballistic)	Range: 5 / Ammo: Heavy

BURNOUT THRESHOLD

BLEED

NOTES

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

BURNOUT THRESHOLD

BLEED

NOTES

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

POWERS

Powerhouse can change his body to a crystalline form, following powers share the Unarmed Form power modification.

Armor: 19 (+4)

Invulnerability: 17 (+3)

Enhanced Ability Score (Strength): 19 (+4)

Enhanced Ability Score (Constitution): 17 (+3)

Unpowered Form: As an action you must change into your armored form to utilize all of your powers. You cannot access ANY powers without being in your powered form.

GEAR

Survivalist Go-Bag, High Capacity Water Resistant Backpack, Banged up Shake Flashlight, Patched up bivouac Sack 3 Liter Hand Powered UV Water Purifier (8,000 water treatments), EMT Medical Field First Aid kit (4 uses left), Compass, Mess Kit Ration (7 days worth), Flare gun and 4 flares, Collapsible Fishing Rod.

FEATS / FEATURES

 Toughness x2
Learn Combat Maneuver x2
(Shoulder Charge, Crushing Blow)

 Origin Features:
Raw Potential
Power Limits

WEAKNESS/NOTES

 Physical Vulnerability: Sonic Attacks or Loud Noise (140 dB)
You possess vulnerability against damage dealt by sonic 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 where the noise level is above 140 Db you 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.


POWERS:

BURNOUT THRESHOLD: 10

ARMORED FORM:

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

UNPOWERED FORM

Speed: Demanding action to change

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

ARMOR

Continuous

Score: 19 (+4)

Primary Ability: Constitution

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 and half energy attacks. (noted on character sheet)

INVULNERABILITY (MENTAL)

Continuous

Score: 17 (+3)

Primary Ability: Constitution

You are invulnerable to mental attacks

Effect: You gain DR equal to +6, your power score modifier (10), against attacks that deal psychic damage, such as Psychic Attack Power. When resisting the effects of powers such as Mind

Control, you gain a bonus to your defenses and saving throws equal to half your power score modifier (minimum of +1). You may “drop” your resistance against mental powers to allow someone to affect you, such as allowing an ally to establish telepathic communication.

ENHANCED ABILITY SCORE (STRENGTH)

Continuous

Score: 19 (+4)

Primary Ability: Ability being increased.

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

ENHANCED ABILITY SCORE (CONSTATUTION)

Continuous

Score: 17 (+3)

Primary Ability: Ability being increased.

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

WEAKNESS

PHYSICAL VULNERABILITY

Sonic Attacks or Loud Noise (140 dB)

Incapacitating

deadly weakness: You possess vulnerability against damage dealt by sonic 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 where the noise level is above 140 Db you 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

TOUGHNESS

- Increase your max Stamina by 10.

LEARN COMBAT MANUEVER X2

- SHOLDER CHARGE

Attack: Fortitude

Action: Action

Range: Melee

Effect: Base, on a hit, you can force your opponent into an adjacent area or knock them prone (your choice) after which you may move with your opponent into an adjacent area as a reaction. If this forced movement could cause damage (e.g., pushing a zombie into a fire), your target must succeed on a Strength saving throw against a DC equal to your attack roll. On a failure, they move to another adjacent area of their choice or fall prone.

- CRUSHING BLOW

Requirements: Strength 14+

Attack: Avoidance -2

Action: Action

Range: Melee

Effect: +1d8; on hit, the target's pace is reduced by half until the end of their next turn.

Special: If the target pace is already reduced, they become immobilized instead.

Weapons: You may perform this maneuver with any melee weapons or unarmed attacks.

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.