

**WEAKNESS/NOTES**

## POWERS:

### SWORD OF SAINT CATHERINE

#### ENHANCED MELEE ATTACK

Continuous, Damaging+ (special), Melee

Score: 20 (+5)

Primary Ability: Strength

*Your attacks are especially devastating.*

**Enhanced Melee Attack:** In your hands The Sword of Saint Catherine becomes unnaturally sharp, your the Sword of St. Catherine deals an additional 1d10 Slashing damage.

#### ENHANCED ABILITY SCORE (STRENGTH)

Continuous

Score: 20 (+5)

Primary Ability: Strength

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

### VAMBRACE OF JOAN OF ARK

#### BURNOUT THRESHOLD: 10

#### FORCE SHIELD

Primary Ability: Wisdom

Score: 16 (+3)

Burnout: Reaction

Burnout: 5

*You can erect a force field to protect yourself or others.*

Effect: As an action, or as a reaction when you're aware of an incoming attack, you generate a force field covering up to half your Power Score modifier in Areas (minimum 1). For each additional Area beyond the first, reduce the effective Power Score of the field by 2. (Example: a field spanning 4 Areas reduces your Power Score by 8 for its effects.)

The field blocks movement, creatures cannot pass through it, and it can withstand or support weight according to its Power Score.

The force field has Stamina equal to your Power Score and absorbs damage from outside attacks targeting those inside. Once active, it lasts until the end of your next turn. You can refresh its duration and stamina as a bonus action by paying 2 Burnout.

If the field takes more Stamina damage than your Power Score or if you suffer a wound, the field collapses. Those inside are shielded from the attack that brought it down, but you must make a Wisdom saving throw (DC equal to the damage dealt) or become shaken until the end of your next turn.

#### Power Stunts:

**Emulated Powers:** Damaging Form, Deflection, Energy Blast (kinetic), Energy Explosion (kinetic), Enhanced Attack (kinetic), Force Shield.

## COMBAT TRAINING:

### BURNOUT THRESHOLD: 10

#### CELERITY

Primary Ability: Dexterity

Score: 14 (+2)

Action: Special (See Below)

Burnout: 5

**Effect:** You may reduce the speed of any action by one step, from Demanding Action to Action or Action to Bonus Action additionally you may choose to use this ability to take a second Reaction before the start of your next turn. During any scene you may only use this power a number of times equal to your power score modifier.

**Power Modification:** All Skill

## FEATS

### WEAPONS MASTER

+2 damage with your longsword (included)

### BLIND FIGHTING

**Benefit:** When you cannot see an opponent in your area but are aware of their presence (through sound, powers, or other senses), they do not gain Advantage on attacks against you, and your attacks against them do not suffer Disadvantage.

## ORIGIN FOUNDATION FEATURES:

### Origin Foundation Features:

**Marked by Destiny:** You are the chosen vessel of a force far beyond you, a cosmic balance, a slumbering god, a relic forged for a forgotten war. Whether you embrace or resist your fate, you are never truly alone.

- You gain a +1 bonus to your Grit. (Included)
- Once per Issue, when you would be reduced to 0 Stamina or suffer a Wound, you may instead call upon your fate. You remain at 1 Stamina or negate the Wound and immediately gain enough Burnout to meet your burnout threshold or that of your bonded magical item (see set path below)

### Origin Foundation Flaws:

**A Set Path:** At character creation, you must choose one of the following:

- **Bound Artifact:** All of your powers originate from a specific item you possess (e.g., a magic sword, book, or relic). These powers must have the External Power Source power modification.

**Power Limits:** After hero creation, you can only acquire new powers by emulating them from your known powers, and you may also learn new powers by applying the all skill modification, which represents advanced physical training.

**Only Human:** Despite your mystic might, you're ultimately only human; you may never increase your base Physical Attributes (before the application of powers such as Enhanced Ability Score) beyond 20.

## **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 super villain or henchman; honorably.

### **YOUNG GUN**

You are so young it's hard for others to take you seriously, as a result you constantly compensate in a desperate bid to gain respect.

When others are watching, you are exceedingly reckless, all in an attempt to gain some level of respect. You always volunteer for dangerous missions and leap headlong into "heroic" situations