

Breakthrough II Background

Secret ID: A.J., a 30-something Iraq war vet with missing leg and PTSD. The player provided a picture of AJ in a casual pose in combat fatigues. He's latino, but grew up in Seattle and his parents are solid middle class. His mother was Breakthrough I a couple of decades ago. He lives with his parents in their house in Ravenna district even though his wife, pursuing her high-powered executive career has moved her and their 13 year old daughter to Capitol Hill. He has to stay near his childhood home because he is dependent on daily exposure to an alien artifact under the house. His excuse is that his parents need him. So far he and his wife are staying together despite this strain. He works as a mobile mechanic, driving his workshop truck from job to job.

Breaththrough got his powers after returning home for Iraq missing a leg. The alien artifact under his house colonized him with nanites and gave him a cybernetic leg. They also provide superstrength, superleap, and super healing. When a bullet or flying blade hits him, the nanites eat the incoming projectile and heal any wound. Aside from punching or tearing things apart, his primary attack is a superleap move-through. Mechanically, his power design is pretty straightforward.

The visual for all powers in the multipower is the same as his regeneration: a brief glimpse of an artificial "dark matter" as the alien nanomachines enhance or repair his body.

Disadvantages that have been considerations in play are his DNPC teenage daughter, his vulnerability to electricity, and his dependence on the immobile alien artifact under his parent's house. A US Government agency is hunting for the alien technology that powers him. His PTSD hasn't seen play yet.

The player provided this picture. AJ is the guy on the right.



Radioshack (Leif Solheim)

DEX 13-, INT 13-, EGO 11- (40)

STR 15, PRE 15, BODY 12, Def 10, SPD 3 (50)

Dex 13 CV 5

Phases: 2, 4, 6

Move: 6"+ variable

Total Def 10+ variable

REC 12, STUN 24

KO 36

END 48

Cost Power

35 Techno-telepathy (BC 35)

Awareness (20pt), Outside ordinary senses (+5), Analyze (Int roll) (+10)

25 Technophagy (absorb technology) 10d6 blast [AC 50, 10 End]

No Range -1/2, Only damages technology -1/2

5 Computer Programming (INT)

5 Security Systems (INT)

5 Techno-Manipulation 11-

Variable Power Pool

20 Control Cost (BC 20)

In combat reconfiguration is a ½ phase action after a successful Techno-Manipulation skill roll. You can also reconfigure after Technophagy has totally destroyed a working item +0.

Out of combat, you don't have these requirements.

40 Pool Size (BC 40, AC 40)

(See below for menu of configuration ideas)

5 Unspent points

140 Total Powers

Total = 90 + 140 = 230

Total AC = 248

Ratio = 1.03

140 Disadvantages

15 Secret ID. Lief tries to keep his technopath powers a secret to avoid being hunted/"recruited" by Amazon.

25 Hunted: Amazon is hunting Lief, and all other technopaths, to add to their army of developers. Large organization (10), superpower resources (other technopaths) (10), manipulative intent (5).

15 Physical Limitation (All the time, Limiting): Lief avoids communicating with internet-connected devices whenever possible, as they may report him to Amazon.

?? DNPC: Hazel, Sister. Age 22. Youtube fashion channel diva. Knows secret ID but wants to get Lief dating.

DNPC: Byte. Artificial Intelligence in an old PDA or Desktop. Out of touch with current trends. Used to have important job but can't remember.

Radioshack Background

Secret ID: Leif. A 28 year old technopath. Leif works in a computer recycling shop and lives with his sister, who makes a living posting cosmetic reviews to youtube. She knows about his secret ID and his need to avoid internet contact, but she also want so fix him up with dates. His power is the innate ability to command and communicate with technological machinery, including animating it and shaping it into things useful for himself. I suggested the look of things created by technopathy to be open frameworks of bars and twisting wires and jumbled components and we've gone with that.

Mechanically, his primary powers are technology awareness (with 2-way communication ability) and a variable power pool that requires a source of technological parts. Outside the pool he has "Technophagy," a blast with no range that lets him dismantle technological devices. He also has skills: computer programming and security systems. Rather than use telekinesis, I decided he could use computer programming and security systems skills through his technopathic awareness communication.

Disadvantages include: Hunted: by the secret Amazon department that is "recruiting" technopaths; Physical limitation: the need to avoid all internet contact lest he be detected; DNPC sister; DNPC "Byte," an AI with amnesia that he discovered unused for 15 years on an old disc.

Variable Power Pool Configuration Ideas

RC Options (Mix and Match) End

Mechanical Enhancements

- 10 Armor +5 Resistant Defense (AC 10)
- 10 Armor +10 Defense (AC 10)
- 10 Extra Limb x2, Gives +2 OCV, (AC 20), OAF -1
- 10 Exoskeleton: +15 Strength, +3d6 punch, (AC 15), IAF -1/2
- 20 Projectile Gun: 8d6 Blast (AC 40), OAF -1

Movement

- 9 Wall Running. 7" Flight, only in contact with surface -1/2 (AC 14)
- 10 Wings. 10" Flight (AC 20), OAF -1
- 10 Wheels. +5" Running (11" total in combat), Regional Scope +1/4, (AC 15) Only on Roads -1/2

Animation/Control

- 16 Telekinesis, 10 Strength at range, Fine Control with Ego Roll (+10) (AC 20)
Only effects technology -1/4
- 20 Telekinesis, 30 Strength (AC 30)
Only acts through technology in the environment -1/2

Anti-Battlesuit Powers

- 20 Frozen Servos: 3D6 Entangle (AC 30),
Only against targets that rely on technology for movement -1/2
- 20 Scrambled Sensors: 3d6 Flash (AC 30),
Only against targets with technological sight enhancement -1/2

Gray Wraith

DEX 14-, INT 12-, EGO 11- (40)
STR 20, PRE 15, BODY 11, Def 10, SPD 4 (55)

Dex 14 CV 6
Phases: 1, 3, 5, 6
Move: 10"

Total Def 20/5r REC 11, STUN 22 KO 33 END 44

Cost Power

10 **Martial Arts I:** Punch (+2 DVC, 7d6), Kick (-2 OCV, +1 DCV, 10d6) 4 End
10 **Martial Arts II:** Block (+2 OCV, +2 DCV), Dodge (+5 DCV),
Throw (+1 OCV per 5" velocity, 4d6 + vel/5), "And Out" (move *after* attack!)

5 Climbing (Str / 5)+9)
10 Acrobatics (Dex)
5 Stealth (Dex)
5 Security Systems (INT)
15 **Parkour**, 10" Flight [BC 20], Must end movement on surface or handhold -1/2 2 End
5 **Goggles**, Night Vision, Awareness [BC 10], Obvious Focus -1

Stealth Suit

5 - **Padding**, Normal Defense +5
10 - **Kevlar**, Resistant Defense +5
23 - **Active Camo**, Invisibility [BC 20], No End Cost +1 [AC 40], Self Only -1/4,
Low Light only -1/2
22 **HandShocker:** +3d6 Blast [BC 15], Adds to Martial Punch +3/4, High Impact 7 End
+1/2, [AC 34], Inobvious Focus -1/2.

125 Total Powers

Total = 95 + 125 = 220 Total AC = 259 Ratio = 1.18

(You can spend up to 20 more points.)

- 80 **Disadvantages** (need more disadvantages so your total disads + 100 = Total above)
- 15 Secret ID: Isaac Wiles, age 28, Electrical Engineer at a startup.
- 30 DNPC: Gregory Wiles, father, formerly "Doctor Samson." PhysLim: Wheelchair bound (All the time, limiting, 15pts). PsychLim: Old school enforcer, striving is good for you (Frequent, Functional, 15pts).
- ?? DNPC: <to be named>, from the Parkour club?
- ?? DNPC: <to be named>, from work?
- 20 PsychLim: Convinced he is better prepared than other neophyte heroes. (Frequent, Irrational)
- 15 PsychLim: Dad's idea of right and wrong are out of touch. (Frequent, Functional)
- Hunted:

Gray Wraith Background

(Wraith's design is still in development.)

Wraith is Isaac Wiles, an lonely engineer who has a job and spends a lot of time tinkering in his father's super-hero workshop. Isaac is son of Gregory, who was Doctor Sampson, a two-fisted, old school superhero. Dad retired in the 90s after being paralyzed from the waist down and went on to make a fortune in the dot com boom. Gregory is a DNPC with psychological limitations that make him critical of Isaac's "softer" approach to heroing and also a desire to mold his son into a business success. Gregory and Isaac know each other's secret Ids.

While Doctor Samson was a two-fisted old-school hero who enforced rules and cooperated with police, Gray Wraith is a martial artist who has doubts about simply enforcing law. He's also a Parkour practitioner, so I gave him a superskill of 10" flight with the limitation it has to end each phase on a surface or handhold. His technological powers are a stealth suit that makes him invisible in low light and an electroshock palm taser (with increased knockback) that adds to his martial punch.