

Spitfire

HERO NAME

Eliza Goodwin

REAL NAME

SITUATIONS

Enrage: When men threaten women (Ordinary or likely; Mild)

Identity: Secret

Hunted: Brothers (Small group; Ordinary resources; Manipulative)

Hunted: XXX, reporter (Single individual; Ordinary resources; Ruinous)

Psychological: Angry about male supremacy (Happens a lot; Irrational)

Psychological: Stands up for the downtrodden (Happens a lot; Stated opinion/visible expression)

Unluck 1d6

CHARACTERISTICS

STRENGTH	2d6	Base Lift: 100 kg; END: 2
PRESENCE	4d6	
BODY	12	
STUNNED	12	
RECOVERY	12	
KNOCKOUT	24	
ENDURANCE	36	
DEFENSE		
ORDINARY	10 / 21	Higher value vs. heat & flame
RESISTANT	0 / 1	
TOTAL	10 / 22	Higher value vs. heat & flame
SPEED	3	
PHASES	1 2 3 4 5 6	
DEXTERITY	13	
INTELLIGENCE	11	Perception: 11-
EGO	13	

Title: Sentinels of Justice

- Fighting depression and supremacy in late 1930s New York.
- Strange powers, wondrous technology, and two-fisted justice blaze in the shadows.

SKILLS

Luck 1d6

POWERS

END

Flame Projection: Elemental Control

1) Fire Bolt: Blast 5d6	5
2) Fireball: Blast 6d6 <i>Area Attack</i> (Explosion)	6
3) Fire Breath: Blast 7d6 <i>Area Attack</i> (Cone) <i>Constrained</i> (Can't vary effect) <i>Tricky</i> (Mild Burnout)	7
4) Fire Flight: Flight 10 hexes	2

COMBAT

MANEUVER	OFF	DEF	NOTES
Assist	+0	-1	Requires simultaneity; provides offensive value for another attacker's use
Coordinated Attack	-2	-2	Requires simultaneity; the Knockout damage is cumulative; Knockback effects are added together
Dodge	+0	+3	Full Phase action
Grab	-1	-2	May be followed by squeeze or throw
Move By	-2	-2	+1d6 damage / 5 hexes
Move Through	-4	-4	+1d6 / 2 hexes moved

Things that need to be defined:

- You need 10 more Situation points (this might mean beefing up “Stands up for the downtrodden” to Irrational, taking an extra die of Unluck, or something else entirely)

Situation	Points			
Alter Ego (Maintain nothing but luck, always voluntary)	10			
DNPC: Nadia Pierce, wife (Hunted by Secret Society: Organization, includes superpowers, murderous)	30	Picked up when father was murdered		
Secret Identity	15			
Psychological: Believes in considering context when judging actions (Happens a lot; stated opinion/visible expression)	15			
Psychological: Driven by Ma'ats uncompromising sense of justice (Happens sometimes; irrational)	10			
Psychological: Rabble rouses in support of "the underdog" (Happens a lot; stated opinion/visible expression)	15			
Hunted: Academic rival (One person; Ordinary; Manipulative)	5			
Base Points	100			

Justicar

HERO NAME

Dr. Dylan Pierce (NYU professor of archeology)

REAL NAME

SITUATIONS

Alter Ego: Maintains nothing but luck; Always voluntary

Dependent NPC: Nadia Pierce, wife

Hunted: Knights of Apophis (Organization; Includes superpowers; Ruinous)

Identity: Secret

Psychological: Believes in considering context when judging a person's actions (Happens a lot; Stated opinion/visible expression)

Psychological: Driven by Ma'at's uncompromising sense of justice (Happens sometimes; Irrational)

Psychological: Acts in support of "underdogs" (Happens a lot; Stated opinion/visible expression)

Hunted: XXX, academic rival (One person; Ordinary resources; Manipulative)

CHARACTERISTICS

STRENGTH	4d6	Base Lift: 400 kg; END: 4				
PRESENCE	4d6					
BODY	13					
STUNNED	13					
RECOVERY	13					
KNOCKOUT	26					
ENDURANCE	39					
DEFENSE						
ORDINARY	15					
RESISTANT	3					
TOTAL	18					
SPEED	3					
PHASES	1	2	3	4	5	6
DEXTERITY	12					
INTELLIGENCE	11	Perception: 11-				
EGO	11					

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SKILLS

Martial Attacks

Weirdness 11-

POWERS

END

Vulture Wings: Flight 15 hexes

3

Know Truth: Telepathy 6d6

6

Constrained (Can't send thoughts)

Shutdown (Passively perceive and interact)

The Mace of Ma'at: Elemental Control

1) Bash Attack: 3d6 Blast

3

Severe (Brutal)

Strike (Adds to Martial Punch)

2) Defensive Flurry: Missile Deflection

4

Costs Endurance

COMBAT

MANEUVER	OFF	DEF	NOTES
Assist	+0	-1	Requires simultaneity; provides offensive value for another attacker's use
Coordinated Attack	-2	-2	Requires simultaneity; the Knockout damage is cumulative; Knockback effects are added together
Dodge	+0	+3	Full Phase action
Grab	-1	-2	May be followed by squeeze or throw
Martial Kick	-2	+1	10d6 damage
Martial Punch	+0	+1	7d6 damage
Move By	-2	-2	+1d6 damage / 5 hexes
Move Through	-4	-4	+1d6 / 2 hexes moved

Situation	Points
DNPC: Dad (Hunted by Slum Lord, Manipulative)	5
Hunted: Silver Legion (Large Organization, Include Superpowers, Ruinous)	30
Hunted: Politician (One Person, Unusual Resources, Manipulative)	10
Identity: Secret	15
Psychological: Anxiety about failing to protect others with her powers (Sometimes; Visible Expression)	5
Psychological: Driven to uncover corruption (Happens Alot; Stated Opinion)	15
Psychological: Passionate about social justice for immigrants (Happens Alot; Irrational)	20
Base Points	100
TOTAL	200
Unspent Experience Points:	2

Silver Specter

HERO NAME

Helena Geller (reporter for the *Daily Eagle*)

REAL NAME

SITUATIONS

DNPC: XXX, father

Hunted: Slum Lord (Single person; Ordinary resources; Manipulative)

Hunted: Silver Legion (Organization; Includes superpowers; Ruinous or murderous)

Hunted: XXX, local politician (One person; Unusual resources; Manipulative)

Identity: Secret

Psychological: Anxious about failing to protect others with her powers (Happens sometimes; Stated opinion/visible expression)

Psychological: Driven to uncover corruption (Happens a lot; Stated opinion/visible expression)

Psychological: Passionate about social justice for immigrants (Happens a lot; Irrational)

CHARACTERISTICS

STRENGTH	2d6	Base Lift: 100 kg; END: 2
PRESENCE	3d6	
BODY	11	
STUNNED	11	
RECOVERY	11	
KNOCKOUT	22	
ENDURANCE	33	
DEFENSE		
ORDINARY	15	
RESISTANT	0	
TOTAL	15	
SPEED	4	
PHASES	1 2 3 4 5 6	
DEXTERITY	13	
INTELLIGENCE	12	Perception: 12-
EGO	11	

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SKILLS

Detective Work 12-

Martial Attacks

Martial Moves

Stealth 13-

POWERS

END

Time Stop: Elemental Control

1) You Stop! Entangle 5d6, 5 DEF 10

2) Everybody Stop! Entangle 2d6, 2 DEF 4
Area Attack (Sphere)
Constrained (No range)

3) Everybody Stop! I Go! Teleportation 2
 10 hexes

4) Freeze Incoming: Missile Deflection 4
Usable for Others (Sharing)
Costs Endurance

COMBAT

MANEUVER	OFF	DEF	NOTES
And Out	-0	-0	Permits half-Phase movement following an attack
Assist	+0	-1	Requires simultaneity; provides offensive value for another attacker's use
Coordinated Attack	-2	-2	Requires simultaneity; the Knockout damage is cumulative; Knockback effects are added together
Grab	-1	-2	May be followed by squeeze or throw
Martial Block	+0	+2	Free action
Martial Dodge	+0	+5	Full Phase action
Martial Kick	-2	+1	8d6 damage
Martial Punch	+0	+1	5d6 damage
Martial Throw	+v/5	-0	+1d6 damage / 5 hexes moved; prone
Move By	-2	-2	+1d6 damage / 5 hexes
Move Through	-4	-4	+1d6 / 2 hexes moved

Situation	Points
DNPC: Inventor (Hunted: Factions interested in his tech, Small Group, Extensive or Unusual, Manipulative)	15
Identity: Secret	15
Hunted: The Mob (Large organization; Includes superpowers; Ruinous or murderous)	30
Psychological: Takes action when innocents are threatened (Happens a lot; Irrational)	20
Psychological: Sense of obligation to family and neighbors (Happens a lot; Stated opinion/visible expression)	15
Base Points	100
TOTAL	195
Unspent Experience Points:	2

Major Shocker

HERO NAME

Brett Bolton

REAL NAME

SITUATIONS

DNPC: Dr. Zapf, inventor friend <i>Hunted:</i> Agents interested in his technology (Small group; Unusual resources; Manipulative)
Identity: Secret
Hunted: The Mob (Organization; Includes superpowers; Ruinous or murderous)
Psychological: Takes action when innocents are threatened (Happens a lot; Irrational)
Psychological: Sense of obligation to family and neighbors (Happens a lot; Stated opinion/visible expression)

CHARACTERISTICS

STRENGTH	3d6	Base Lift: 200 kg; END: 3
PRESENCE	3d6	
BODY	11	
STUNNED	11	
RECOVERY	11	
KNOCKOUT	22	
ENDURANCE	33	
DEFENSE		
ORDINARY	17	
RESISTANT	0	
TOTAL	17	
SPEED	3	
PHASES	1 2 3 4 5 6	
DEXTERITY	12	
INTELLIGENCE	11	Perception: 11-
EGO	11	

SKILLS

Detective Work 11-
Martial Attacks
Martial Moves
Skill Level: +1 Level w/Martial Punch

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POWERS

END

Electrical Gadgets: Elemental Control	
1) Lightning Gun: Blast 5d6 <i>Piercing</i> (Lethal - Stopped by Specialized Defense vs. Drain and Weaken)	5
2) Shock Gloves: Flash 5d6 <i>Strike</i> (Adds to Martial Punch)	5
3) Magnetic Pull: Telekinesis 4d6 <i>Conditional</i> (Only vs. metal objects)	4
4) Magnetic Cling: Surfaces (Clinging +20 STR)	4
5) Magnetic Glide: Flight 10 hexes	2
6) Magnetic Zip: Flight 10 hexes <i>Expanded Scope</i> (Regional)	2

COMBAT

MANEUVER	OFF	DEF	NOTES
And Out	-0	-0	Permits half-Phase movement following an attack
Assist	+0	-1	Requires simultaneity; provides offensive value for another attacker's use
Coordinated Attack	-2	-2	Requires simultaneity; the Knockout damage is cumulative; Knockback effects are added together
Grab	-1	-2	May be followed by squeeze or throw
Martial Block	+0	+2	Free action
Martial Dodge	+0	+5	Full Phase action
Martial Kick	-2	+1	9d6 damage
Martial Punch	+0	+1	6d6 damage
Martial Throw	+v/5	-0	+1d6 damage / 5 hexes moved; prone
Move By	-2	-2	+1d6 damage / 5 hexes
Move Through	-4	-4	+1d6 / 2 hexes moved

Things that need to be defined:

- You have 1 point to allocate
- You need five more Situation points