

Superhero Name Bio

Player Name _____

Normal Identity _____

Hero Traits

Dynamic Hero Pts.

Never gives up

Drama Traits

Prideful

Harmed by household cleaners

Your Awesome Drawing

Perception

Stealth

Aim

Dodge

Strength

Toughness

Initiative

Influence

Self-Control

Movement

Total Powers

Power Set #1 Life / Death # of Powers

Power Set #2 Size / Shape # of Powers

Level 1 Biological Powers

Shapeshift: Disguise Self

Level 2 Touch of Recovery

Shapeshift: Stretching

Level 3 Touch of Healing

Prim. Ability Upgrade: S.C.

Level 4 Ability Boost: Self

Shapeshift: Bio Expulsion

Level 5 Ability Boost: Others

Level 6 Ability Drain

Level 7 _____

Level 8 _____

Level 9 _____

Level 10 _____





Bio

Size & Shape Powers & Rules

- **Shape-shifting: Disguise Self**
You gain +3 Stealth in any attempt to make yourself look like another member of your own species. Your power may include your clothing if you choose. You may select this power up to 3 times.
- **Shape-shifting: Stretching**
You can stretch part or all of yourself to 'reach' a target that is as far away as your Movement score. You can select this power up to 5 times, each time allowing you to either reach a second target to reach to at the same time, OR add your Movement score again to the distance to which you can stretch.
- **Primary Ability Upgrade: Self-Control**
Improve your Self Control Ability by +1. This power can be selected up to 4 times.
- **Shape-shifting: Biological Expulsion**
With a Thought Action, you can expel from your body any harmful Biological agents (like diseases or poisons) and prevent any further harm.

Life & Death Powers & Rules

- **Biological Powers**
Your Life and Death Powers are 'Biological' instead of 'Cosmic'.
- **Touch of Recovery**
With a touch, you can grant a target (other than yourself) an immediate Recovery roll.
- **Touch of Healing (Ability Healing)**
With a touch, you can restore another target's lost or drained Ability Score by 1. You take on a Stun token each time you use this power. Your target's Ability Scores cannot be improved above their normal amount.
- **Ability Boost - Self**
You can boost your own Ability scores for a short time. Roll your Self-Control roll against a difficulty = to the current Ability Score x5. Gain +1 to that Ability score for 10 Time Units with a basic success. For every 10 your roll exceeds the target, you may either increase the Ability by another +1 OR extend the length of time the Ability is raised by 10 Time Units.
- **Ability Boost - Others**
With a touch, you can boost someone else's Ability scores for a short time. Roll your Self-Control roll against a difficulty = to their current Ability score x5. Target gains Ability score as per *Ability Boost - Self*.
- **Ability Drain**
With a touch, you can reduce someone else's Ability scores for a short time. Roll your Self-Control roll against a difficulty = to your target's current Ability score x5. The target loses Ability score as per *Ability Boost - Self*.