

Superhero Name **Rooster-X**

Player Name _____

Normal Identity _____

Hero Traits

Liberty for All Hero Pts.

Atoning for past crimes

Drama Traits

Careless

Dangerous History

Your Awesome Drawing

Perception	3	Stealth	3		
Aim	6	Dodge	3		
Strength	3	Toughness	3	Initiative	4
Influence	4	Self-Control	2	Movement	3/15

Total Powers **10**

Power Set #1 **Force** # of Powers **7**

Power Set #2 **Driver** # of Powers **3**

Level 1	Force Movement	Excellent Driver 1
Level 2	Force Enhanced Strength	Wilderness Terrain Prof.
Level 3	Force Field (personal)	Ramming Attack
Level 4	Force Bolt:	
Level 5	Force Pwr Upgrade 1: (Heat/Cold)	
Level 6	Force Bolt: Shockwave	
Level 7	Force Pwr Upgrade 2: (Elec.)	
Level 8	_____	
Level 9	_____	
Level 10	_____	



Rooster-X

Force Rules

Force powers - like almost all powers - are visible and audible. However, if you want to be stealthy about using them, you can try to make them blend in, or happen when viewers are distracted. See 'Stealth' rules TBD

Force Fields are generally transparent, but still visible. You can choose to make your Force Fields opaque, or even transparent in one direction (allowing you to see out, but not allowing others to see in.)

- **Force Movement**
Your powers make you harder to move and harder to stop than a normal person. This power adds +3 dice to any roll in which you are defending against being moved or having your movement path changed against your will.
- **Force-Enhanced Strength (Touch TK)**
This is like Superboy's "Tactile Telekinesis", you can add your mental strength to your physical strength to anything you can touch. Add dice equal to your Influence to your Strength dice for any roll you can apply your physical Strength to, including hand-to-hand attacks and jumping.
- **Force Field: Personal**
This is your personal force field. Your force field adds +2 dice to any defensive roll against Physical / Force damage. It is a Thought Action to turn on your personal Force Field.
- **Force Bolt**
As a Targeted action, you can project a bolt of force as an attack. Gain +2 dice to Aim for this action.
- **Force Power Upgrade 1**
Gain +1 die on any action in which you use your Force powers. For Movement powers, this increases your Movement score by 1. For defensive powers, your Force powers also protect you from Fire/Cold.
- **Force Bolt: Shockwave**
With a Twitch action you can violently push everything away from you with a blast of your Force powers. Roll your Influence and check against each obstacle or character in order of their distance from you until the shockwave reaches the end of its range, equal to your Influence score. You can choose to do this as a 2d ring around you or as a 3d sphere, which could also affect the ceiling above you and the floor below.
- **Force Power Upgrade 2**
Gain +1 die on any action in which you use your Force powers. For Movement powers, this increases your Movement score by 2. For defensive powers, your Force powers also protect you from Electricity.



Driving Rules

When driving conditions become adverse in some way, the GM can ask for a driving roll. Depending on the details of the situation, it might call for a Perception roll (sleet or darkness), a Dodge roll (something jumps out in front of the car), an Aim roll (you have to get the vehicle through a narrow opening at speed) or a Strength roll (you're fighting for control of the vehicle).

Basic Vehicles have headlamps for night driving, and these Abilities:

Perception: n/a

Stealth: 1

Aim: 3

Dodge: 2

Strength: 3

Toughness: 3

Influence: n/a

Self Control: n/a

A vehicle does not have an Initiative different than its driver's. Each type of vehicle has a different Movement power and rate, as defined in the powers.

Drivers (and any passengers) in/on the vehicle when the vehicle is attacked can choose to take any damage that passes through the Toughness of the vehicle onto themselves. They roll their Toughness against that remaining damage. Otherwise the vehicle takes the damage to its Structure. If the vehicle is reduced to 0 Structure, it is non-operational.

Anyone with at least one level in 'Driver' has access to a **Special Vehicle: Basic**. This is a basic wheeled ground vehicle with a maximum Tactical Movement speed of 15 and a non-tactical movement speed of 50 - approximately 125 mph. It can carry one passenger. It has a Structure of 5. This is like a fast motorcycle.

- **Excellent Driver 1**
Add +1 dice to any driving roll. Further, you can operate any civilian ground vehicle. This power can be selected 5 times.
- **Ramming Attack**
When arriving to a scene, and where appropriate, you can make a single ramming attack. Aim + Size of the Vehicle (Motorcycles +2 Dice; cars and trucks +4; large trucks, vans or campers +6, big rigs, tanks, small planes or helicopters +8, Jumbo jets and spacecraft +10.)
- **Wilderness Terrain Proficiency**
Operate any off-road vehicles. You have a Special Vehicle that can travel over (or through) a type of wilderness terrain: snow/ice, sand, forests, or swamps.