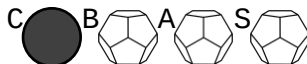


Skills

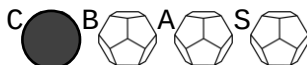
Fighting



Shooting



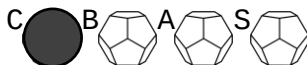
Agility



Athletics



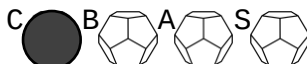
Convince



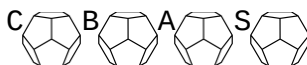
Engineering



Hacking



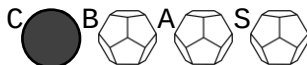
Magic



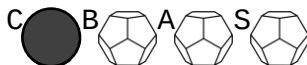
Math



Music



Perception



Science



Name & Description



"Pro-Teen"
Rank A-01

"Pro-Teen" joined the Hero Corps fresh out of high school when he was a teenager. The name's stuck with him for the past 8 years. He is an expert melee combatant and is passionate about fitness and nutrition.

Attributes

Pow: 6 (damage, health)

Spd: 4 (range, move)

End: 5 (recover, health)

Int: 4 (reason, morale)

Wit: 4 (notice, segue)

Foc: 5 (recover, morale)

Status

Health 30

Morale 20

Abilities

Fight (Fighting, P)
Damage 6/12

Tackle (Athletics, P)
Damage 3/6 & Grapple

Throw (Athletics, P)
Range 4 Far 8
Damage 6/12

Quake (Fighting, P)
Cost 1 Exhaustion
Burst 2
Damage 3/6 & Speed 3/6

Pro Punch (Fighting, P)
Cost 1 Exhaustion
Damage 6/12 & Knockback 3/6

Skills

Fighting



Shooting



Agility



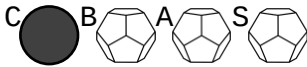
Athletics



Convince



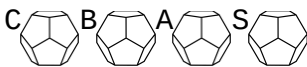
Engineering



Hacking



Magic



Math



Music



Perception



Science



Name & Description



"Yellow
Ninja"
Rank A-02

Yellow Ninja was part of an assassin duo with her husband for 3 years, but never expected he would accept a hit on her. Seeking assistance from the Hero Corps, she agreed to work for them in exchange for their help.

Attributes

Pow: 4 (damage, health)

Spd: 6 (range, move)

End: 5 (recover, health)

Int: 4 (reason, morale)

Wit: 4 (notice, segue)

Foc: 6 (recover, morale)

Status

Health 20

Morale 24

Abilities

Fight (Fighting, P)
Damage 4/8

Hanzo Blade (Fighting, P)
Damage 6/12

Ninja Stars (Athletics, P)
Range 6 Far 12
Damage 6/12

Three Inch Punch
(Fighting, P)
Cost 1 Exhaustion
Damage 9/18

Wall Running/Jumping

Skills

Fighting



Shooting



Agility



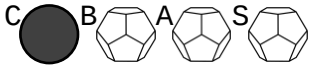
Athletics



Convince



Engineering



Hacking



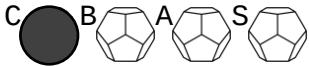
Magic



Math



Music



Perception



Science



Name & Description



"Pizza
Turtle"

Rank A-03

Pizza Turtle was once a pizza delivery driver. One day while running late, they were involved in a traffic collision with a vat of dangerous chemicals changing their physiology to resemble a turtle's.

Attributes

Pow: 5 (damage, health)

Spd: 4 (range, move)

End: 6 (recover, health)

Int: 4 (reason, morale)

Wit: 5 (notice, segue)

Foc: 5 (recover, morale)

Status

Health 30

Morale 20

Abilities

Fight (Fighting, P)
Damage 5/10

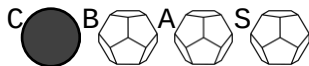
Nunchaku (Fighting, P)
Range 2
Damage 6/12

Shell Spin (Fighting, P)
Cost 1 Exhaustion
Burst 1
Damage 5/10

Pizza Toss (Athletics, P)
Cost \$12.99 Pizza
Range 4 Far 8
Damage 3/6 & -/Blind

Skills

Fighting



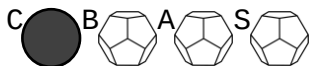
Shooting



Agility



Athletics



Convince



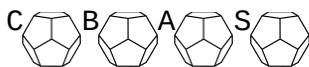
Engineering



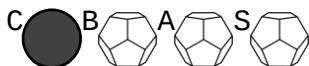
Hacking



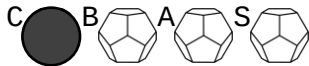
Magic



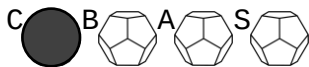
Math



Music



Perception



Science



Name & Description



"Cyberclops"

Rank A-04

In his prior life, Cyberclops was a victim of gang warfare. When he was rebuilt with advanced cybernetics, he joined the Hero Corps so others would not have the same fate.

Attributes

Pow: 5 (damage, health)

Spd: 5 (range, move)

End: 5 (recover, health)

Int: 6 (reason, morale)

Wit: 4 (notice, segue)

Foc: 4 (recover, morale)

Status

Health 25

Morale 24

Abilities

Fight (Fighting, P)
Damage 5/10

Laser Eye (Shooting, P)
Range 5 Far 10
Damage 3/6 & Grapple

Universal Serial Bus (M)
Allows Cyberclops to hack into computer terminals

Reflex Processor (P)
Allows Cyberclops to dodge melee using Agility

Local EMP (Engineering, P)
Cost 1 Exhaustion
Burst 2
Damage 3/6 & Penalty/Stun
Only affects electronics

Skills

Fighting



Shooting



Agility



Athletics



Convince



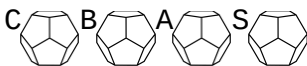
Engineering



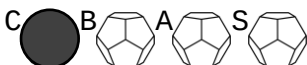
Hacking



Magic



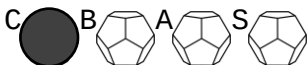
Math



Music



Perception



Science



Name & Description



"Tanuki
Man"

Rank A-05

Tanuki Man is never seen without his outfit. The way he jumps around in it, there is an urban legend that he can actually fly.

Attributes

Pow: 5 (damage, health)

Spd: 5 (range, move)

End: 5 (recover, health)

Int: 4 (reason, morale)

Wit: 5 (notice, segue)

Foc: 5 (recover, morale)

Status

Health 25

Morale 20

Abilities

Fight (Fighting, P)
Damage 6/12

Tail Whip (Athletics, P)
Damage 3/5 & Knockback 2/5

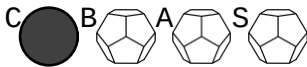
Stone Form (Magic, M)
Cost 1 Strain
Hide in plain sight if you avoid moving.

Turnip Toss (Athletics, P)
Range 5
Damage 5/10

Dive Bomb (Athletics, P)
Cost 1 Exhaustion
Burst 1
Damage 6/12 & Speed 3/6

Skills

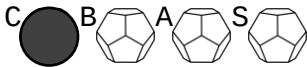
Fighting



Shooting



Agility



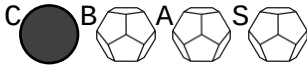
Athletics



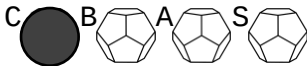
Convince



Engineering



Hacking



Magic



Math



Music



Perception



Science



Name & Description



"Miss Mime"

Rank A-06

Miss Mime developed psychic powers from a young age. To honor a personal hero from her lonely childhood (and to help her stand out in the Hero Corps), she has taken on a miming persona.

Attributes

Pow: 4 (damage, health)

Spd: 4 (range, move)

End: 5 (recover, health)

Int: 5 (reason, morale)

Wit: 6 (notice, segue)

Foc: 5 (recover, morale)

Status

Health 20

Morale 25

Abilities

Fight (Fighting, P)
Damage 4/8

Invisible Gun
(Shooting, M)
Range 6 Far 12
Damage 5/10

Invisible Wall (Magic, M)
Protect yourself and an adjacent ally from projectiles using Magic.

Invisible Dynamite
(Magic, M)
Cost 1 Strain
Range 6
Burst 3
Damage 5/10

Skills

Fighting



Shooting



Agility



Athletics



Convince



Engineering



Hacking



Magic



Math



Music



Perception



Science



Name & Description



"Marvin
the
Magnificent"
Rank A-07

Marvin was anything but magnificent as a stage performer as he routinely caused injuries to his audience. He has since joined the Hero Corps, where his criminal audience deserves it.

Attributes

Pow: 4 (damage, health)

Spd: 5 (range, move)

End: 5 (recover, health)

Int: 5 (reason, morale)

Wit: 5 (notice, segue)

Foc: 5 (recover, morale)

Status

Health 20

Morale 25

Abilities

Fight (Fighting, P)
Damage 4/8

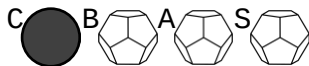
Exploding Card (Shoot, M)
Range 5 Far 10
Damage 5/10

Hypnosis (Convince, M)
Cost 1 Strain
Cone 5
Penalty/Sleep

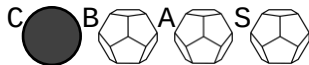
Raging Fire (Magic, M)
Cost 1 Strain
Cone 5
Damage 5/10

Skills

Fighting



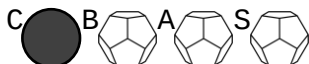
Shooting



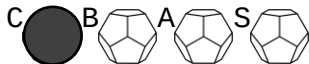
Agility



Athletics



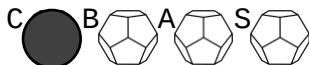
Convince



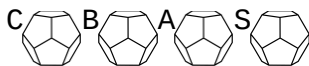
Engineering



Hacking



Magic



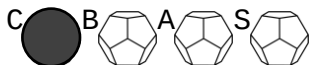
Math



Music



Perception



Science



Name & Description



"King Bee"

Rank A-08

A lover of jazz, blues, and disco, King Bee was a performer for many years before joining the Hero Corps. He uses his muffled trumpet to overcome his foes with the power of music. He can fly for short periods.

Attributes

Pow: 4 (damage, health)

Spd: 5 (range, move)

End: 5 (recover, health)

Int: 4 (reason, morale)

Wit: 6 (notice, segue)

Foc: 5 (recover, morale)

Status

Health 20

Morale 20

Abilities

Fight (Fighting, P)
Damage 4/8

Bee Sting (Fighting, P)
Damage 6/12

Bee Jam (Music, M)
Range 6 Far 12
Damage 6/12

Flight
Cost 1 Fatigue per round or
1 Endurance per minute

