

PATIENT NAME	Blue
CURRENT OCCUPATION	Security Representative for High Mark Security
DESIRED POWER SET	Enhanced Flight Capabilities

VENTURE CITY

ASPECTS

HIGH CONCEPT Cockey Eagle-Eyed Scout

TROUBLE Sell-Out

OTHER Adrenaline Junkie

OTHER "Keep your eye on the birdie!"

OTHER The Center of Attention

VITALS

(Physique) PHYSICAL

(Will) MENTAL

CONSEQUENCES

Mild

Moderate

Severe

BALANCE

REFRESH

<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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STUNTS

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

SKILLS INVENTORY

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Athletics				
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fight				
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Physique				
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Notice				
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Investigate				
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rapport				
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Contacts				
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Will				
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Provoke				
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Empathy				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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POWER PROFILE

POWER NAME & SUMMARY

Electric Flight: Blue's Empowerments comes from the advanced flight capabilities she possesses, beyond many other Avians. She begins to spark and crackle with power. She can maneuver expertly, and utilize the sparks she generates in her attacks

She can use Athletics at a +2 to overcome obstacles or create advantages related to flying and move up to 2 zones in an exchange in addition to her action. She can gain a +2 to Notice and Investigate rolls that involve seeing distant things. She can project electricity from her hands during hand-to-hand combat to deal an extra 2 physical stress, may merely maintain contact with a subject's body to deal 2 physical stress, and may inflict the "Stunned" condition when she Succeeds With Style with a free invocation. Additional Succeeds With Styles let her add more free invocations

POWER BREAKDOWN

Flight	Theme: Electricity Projection
Master Flight	Stunning Blow
Eagle-Eyed	Synergy: Harm
Supersonic Flight	
Improved Special Effect: Bullrush	

SPECIAL EFFECTS (get 2 free w/ power; trigger on success with style)

Extra Action: You can split your shifts between two different yet related actions, adding a +1 to each action

Area Attack: Attack everyone in a zone

Bullrush: Can move herself and her target up to 2 zones away. You end in the same zone.

DRAWBACK (an aspect, "trouble" for your power)

Being an Avian, her flight capabilities are VERY OBVIOUS, especially while sparking

COLLATERAL DAMAGE EFFECT

Grounded Discharge: The electricity buildup from her powers can be discharged in one deadly burst, striking through the heart of one target in your zone, dealing a Moderate Consequence. But it is not a perfectly accurate discharge: random bolts of energy flare around her, shorting out electronics and tearing up the environment as she builds up the needed speed to generate the charge

COST

7

OTHER STUNTS

COST