

HEALTHY | HURT | WOUNDED | DEAD

Use your powers to *soak* damage

STRESSCRACKED

Player

Character

Nickname

Hometown

Background

Flaws

Stress Relief

ATTRIBUTES (3-8)

Roll 1d10 under the attribute

ATHLETICISM

INTELLIGENCE

PERSONALITY

COURAGE

SKILLS

Skills make tests *easy* (-1)

POWERS

Roll the *power* die above the specified target number (4)

| | Dice | TN | Impact |
|------------------|------|----|-----------|
| <div>Power</div> | 2d4 | 2 | 800 lbs |
| <div>Power</div> | 2d6 | 3 | 2,000 lbs |
| <div>Power</div> | 3d6 | 4 | 5 tons |
| <div>Power</div> | 3d8 | 4 | 10 tons |
| <div>Power</div> | 3d10 | 5 | 20 tons |

Use a *power surge* for a temporary boost.

WEAPONS

| | | |
|--------|-------|--------|
| Weapon | Range | Damage |
| Weapon | Range | Damage |

fire from cover | run | shove | wrestle | suppressive fire | called shot

GEAR

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IMPROVEMENTS

EXPERIENCE

Leveling up costs 300 XP per level

APPEARANCE

WOUNDS

Wound effects last for 14 days after a successful *first aid* or *medicine* test, or 28 days after a failed test.