

MAN'S MAN, LADIES' MAN, BURNING MAN
 GLORY HOUND
 BIG TOP CHILDHOOD
 MAKING IT UP TO BIG BLUE
 EARTHLING CAN TAKE THE HEAT

HOT-HEAD

HOT-HEAD

Great (+4)	Shoot			
Good (+3)	Athletics	Provoke		
Fair (+2)	Deceive	Fight	Will	
Average (+1)	Contacts	Empathy	Notice	Physique

MAN'S MAN, LADIES' MAN, BURNING MAN; GLORY HOUND;
 BIG TOP CHILDHOOD; MAKING IT UP TO BIG BLUE;
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POWERS

STUNTS

Provoke Violence: When he creates an advantage on an opponent using Provoke, Hot-Head can use his free invocation to become the target of that character's next relevant action, drawing their attention away from another target.

Quick on the Draw: Hot-Head can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

STRESS

Physical
 Mental

Mild (-2)	
Moderate (-4)	
Severe (-6)	

Burning Man: Hot-Head is infused with flame. He cannot be harmed by fire of any sort, whether he generated it with his power or not. His flames allow him to fly, moving vertically through the air as easily as moving along the ground. He uses Athletics to overcome obstacles or create advantages related to flying. He can fire projectiles of red flame, with a range of three zones, using Shoot.

Special Effects: Extra Movement; Inflict a Condition.

Improved Special Effect: Hot-Head lights himself on fire. It's GREAT. He gains the situation aspect On Fire with one free invoke. If he is already On Fire, he gains another free invoke and clears his highest marked physical stress box.

Drawback: Hot-Tempered

Collateral Damage: Hot-Head surrounds himself in flames that burn everything and everyone. Fires start near him, and anyone who touches him gets a mild physical consequence, or 1 physical stress if they don't have the open slot. This effect lasts until the end of the scene, but he can end it at will.



TRANSFORMED SCIENTIST
 MOTHER OF A POWERED INFANT
 LAFFO MUST PAY
 DUNCAN IS STILL A KID
 A CURE FOR STEPHEN

BIG BLUE

BIG BLUE

Great (+4)	Lore			
Good (+3)	Athletics	Will		
Fair (+2)	Empathy	Fight	Rapport	
Average (+1)	Investigate	Notice	Physique	Stealth

STUNTS

Swimmer: Big Blue can move three zones for free in a conflict without rolling, instead of one, provided she is in water and there are no situation aspects restricting the flow of water.

STRESS

Physical
 Mental

Mild (-2)	
Moderate (-4)	
Severe (-6)	

TRANSFORMED SCIENTIST; MOTHER OF A POWERED INFANT;
 LAFFO MUST PAY; DUNCAN IS STILL A KID; A CURE FOR
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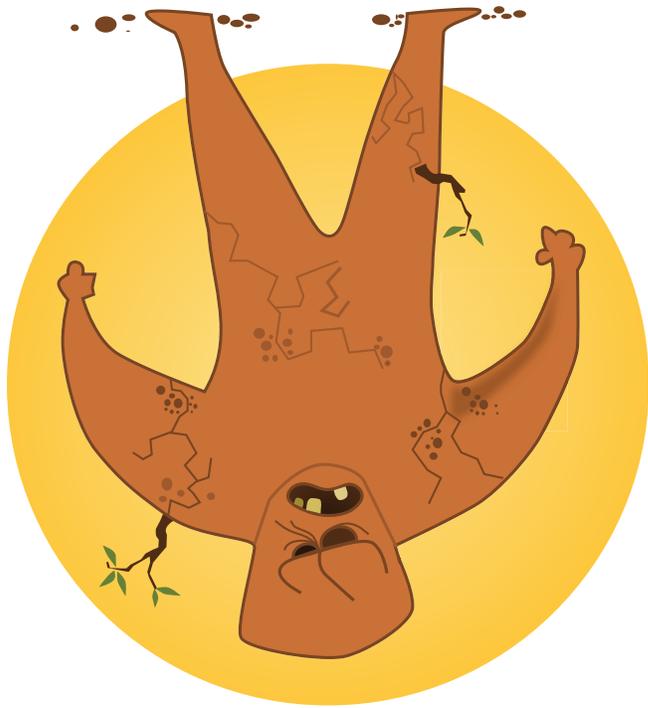
POWERS

Watery Form: Big Blue is made of water, held together by unnatural surface tension. Her body stretches to incredible lengths. By stretching herself, Big Blue can interact with objects and make melee attacks up to two zones away without moving. Additionally, she can contort her body into rough approximations of animals, objects, and tools, although her mass doesn't change and she still very much looks like herself. She can stretch herself thin enough to squeeze through impossibly small gaps. If there is an opening as large as a keyhole in a barrier, she can move through it as an action. She also resists most attacks; she has Armor:2 against any purely physical damage.

Special Effects: Area Attack, Forced Movement

Drawback: Body of Water

Collateral Damage Effect: Big Blue can, at will, shrug off any amount of physical stress from a single source—bullets simply pass through her, uselessly. However, the damage passes on to whatever is behind her; bullets gotta go somewhere, after all.



EARTHEN DEFENDER
MUDDY INTELLECT
FRIGHTENS CHILDREN AND ANIMALS
MAKE LAUREN PROUD
BLAST IT, DUNCAN!

EARTHLING

EARTHLING

Great (+4)	Fight			
Good (+3)	Physique	Empathy		
Fair (+2)	Athletics	Notice	Provoke	
Average (+1)	Lore	Contacts	Resources	Will

EARTHEN DEFENDER; MUDDY INTELLECT; FRIGHTENS CHILDREN AND ANIMALS; MAKE LAUREN PROUD; BLAST IT, DUNCAN!

POWERS

Body of Earth: Earthling's body is made of supernaturally resilient dirt and plant matter. He gains Armor:4 against any purely physical damage. This form also gives him increased strength, granting +2 to Physique in all situations that require pure strength and +2 to Fight while brawling unarmed in close quarters.

He also possesses a link to the plant life around him. He can communicate with plants up to two zones away. He can direct and accelerate their movements, animating them and using them to take physical actions or even make attacks. When an animated plant takes actions, Earthling rolls with Empathy to

control it, with a +2 bonus. Picking up objects is a Mediocre (+0) challenge, while manipulating them will be Fair (+2) or above, depending on complexity. Having plants uproot themselves and move around is a Fantastic (+6) challenge or greater.

Special Effects: Forced Movement, Physical Recovery

Drawback: CAN'T FEEL MUCH OF ANYTHING

Collateral Damage Effect: Earthling can summon forth an entire grove of trees, filling his zone. It is a Great (+4) obstacle for anyone attempting to enter or leave the zone. Of course, this revenge of nature will tear up anything on the ground.

STRESS

Physical
 Mental

Mild (-2)

Moderate (-4)

Severe (-6)



(WHY IS DADDY SO SAD?) (MOMMY WORRIES TOO MUCH) (BAD GUYS! NO!) (CLEVER GIRL...) (SUPER-POWERED INFANT)

GLOB

GLOB

Great (+4)	Stealth			
Good (+3)	Athletics	Burglary		
Fair (+2)	Empathy	Fight	Notice	
Average (+1)	Investigate	Physique	Rapport	Will

(SUPER-POWERED INFANT); (CLEVER GIRL...); (BAD GUYS! NO!); (MOMMY WORRIES TOO MUCH); (WHY IS DADDY SO SAD?)

POWERS

Body of Algae: Glob has a form that resembles an animate colony of algae. Her body is mildly acidic, and she can concentrate this acid to defend herself. By making skin-to-skin contact with another person for a moment, she deals them 2 physical stress. Additionally, when she attacks a target unarmed, she adds 2 physical stress. She is resistant to material attacks, gaining Armor:2 against any purely physical damage. She can also absorb energy, gaining +2 to Physique to defend against any energy-based attack and to overcome energy-based obstacles, simply by absorbing the energy into her body.

Glob is highly elastic, though less than her mother. By stretching herself, Glob can interact with objects and make melee attacks in an adjacent zone without moving. Additionally, she can contort her body into rough approximations of animals, objects, and tools, although her mass doesn't change and she still very much looks like herself. She can stretch herself thin enough to squeeze through impossibly small gaps. If there is an opening as large as a keyhole in a barrier, she can move through it as an action.

Special Effects: Area Attack, Inflict a Condition

Drawback: WEAK

Collateral Damage Effect: Glob can swell up like a balloon, large enough to completely fill her zone. This is an attack on everyone, friend and foe, in her zone, which deals 2 physical stress. Every target who takes stress is moved into an adjacent zone of Glob's choice. Meanwhile, everything else in the zone gets moved or crushed.

STUNTS

Tiny: Glob gets +2 to Athletics when dodging attacks where the difference in size with her attacker would matter.

STRESS

Physical Mental

Mild (-2)	
Moderate (-4)	
Severe (-6)	