**Super Toughness**

**Highlights:**

* Alpha armor set, including mental
* Self-heal
* Can avoid stuns and dazes
* Allows ways to continue fighting after defeat
* Powerful self-buff

**Super Stats:**

* Toughness
* Willpower

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bulk Up\* | Utl | R | -- | -- | -- | Self | -- | * Each round of bulking up gives one of the following: * +1d3 damage to melee attacks * +1d2 armor (physical and energy) * +2d6 temporary max hits * +2d6 temporary max energy | 10 |
| Clear Head | Utl | N | -- | -- | -- | Self | 2u | * Clears stun or daze (4/12) | 6 |
| Environmental Protection | Res | -- | -- | -- | -- | Self | -- | * 25% resist to a type of power effect * 100% immunity to mundane effects of the same type * Choices are Aging, Cold, Earth, Electricity, Fire, Gases, Radiation, Toxins, Vacuum (and anything else the player and GM can agree upon) | 6 |
| Iron Will | Def | -- | -- | -- | -- | Self | -- | * 0/0/6 armor * +2 Mental Defense | 10 |
| Regeneration\* | Hea | R | -- | -- | -- | Self | 6u or 15u | * 2d6 hit point heal for 6u * Can be used when defeated for 15u | 10 |
| Revenant\* | Utl | -- | -- | -- | -- | Self | -- | * Can continue fighting for 2 rounds after defeat * 5/12 chance to keep fighting each round thereafter | 10 |
| Sacrifice | Def | X | -- | ½ Move | -- | 1 attack | 6u | * Hero can make ½ move out of turn to interpose between attacker and target * Interposing hero gives attacker a -4 to hit * If attack misses it hits the Sacrificing hero automatically * Power does not take the hero’s move, but can be used once a combat round | 10 |
| Steel Skin | Arm | -- | -- | -- | -- | Self | -- | * 8/8/0 armor | 10 |
| Vulcanized Skin | Arm | -- | -- | -- | -- | Self | -- | * 4/4/0 armor | 6 |

**Additional Information**

**Bulk Up**

* You flex, grunt and yell for a round and gain a host of small buffs.
* The hit points and energy buffs affect your maximum totals and only increase your current totals if you are already at max.
* If you are injured, or down energy, and use Bulk Up, only your max values will increase and you will have to heal or recover.

**Clear Head**

* At the beginning of your turn, you can roll to remove a single stunning, or dazing effect from your character.
* If Clear Head fails to activate, you may still roll your normal save if the offending power allows one.

**Environmental Protection**

* You gain a 25% resistance to a specific type of power. This is either a 25% reduction to damage done, or a 3/12 chance to avoid a special effect.
* You are 100% immune to mundane instances of the environmental element.

**Regeneration**

* You can heal yourself even after defeat if you have the energy.
* Once you revive, your energy total drops to your current hit point total until you can recover.
* If you do not heal enough hit points to revive before you run out of energy, you are truly defeated.

**Revenant**

* When your hit point total is dropped to 0 or less, you may continue to fight for two rounds.
* During this time, you retain your energy total and can act normally.
* You are considered to have been defeated for purposes of Regeneration’s energy cost.
* If at any time when Revenant is active, you are healed to a positive hit point total, you are back in the fight and Revenant ends. However, your energy total immediately drops to your current hit point total.
* After the minimum two rounds pass, you must roll at the beginning of each round. If you fail the roll, you are defeated.

**Sacrifice**

* As a reaction, you may make a ½ move to interpose yourself between an attack and its target.
* The attack roll is made, but with a -4 to hit.
* If the roll succeed, the attack hits as normal. However, a failed to hit roll means the attack has hit you instead.
* This power does not use your action, but can only be used once each round.