

HERO NAME

ALIAS

PHYSICAL ATTRIBUTES

GENDER

AGE

HEIGHT

EYES

HAIR

SKIN

BUILD

COSTUME/EQUIPMENT

CHARACTERISTICS

BACKGROUND

POWER SOURCE

ARCHETYPE

PERSONALITY

PRINCIPLE OF

DURING ROLEPLAYING

MINOR TWIST

MAJOR TWIST

PRINCIPLE OF

DURING ROLEPLAYING

MINOR TWIST

MAJOR TWIST

HERO POINTS

THIS ISSUE:

○ ○ ○ ○ ○

HERO POINT REWARDS

+1 ○ ○ ○ ○

+2 ○ ○ ○ ○

+3 ○ ○ ○ ○

+4 ○ ○ ○ ○

BACK ISSUES

COLLECTIONS

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HERO NAME

ALIAS

PLAYER

POWERS	DIE TYPE	QUALITIES	DIE TYPE

STATUS DICE

GREEN

YELLOW

RED

HEALTH RANGE

GREEN

YELLOW

RED

CURRENT

ABILITIES

ICON	NAME	TYPE	GAME TEXT
➡			
✊			
🌀	Principle of		
🌀	Principle of		

ICON	NAME	TYPE	GAME TEXT
➡➡			
🛡			

ICON	NAME	TYPE	GAME TEXT
👊			
➡➡			
🌀			
➡➡			

OUT

Bootstrap – Details

Hero Overview

This unknown hero appeared soon after OblivAeon's defeat

Backstory

Kassie Bosh was not in a good place. After a 7-year military career ended with a debilitating injury – including the loss of her right hand – she returned home to find civilian life a challenge. Her injuries (both physical and mental) resulted in her struggling with homelessness, PTSD, and drug addiction. After almost a decade of spiraling out of control, she was at the VA hospital after an appointment when she slipped into secured areas to find some “good stuff”. She felt like something was calling her, pulling her to find it. In a treatment room, she found a significant mess with what looked like a weird, metallic gauntlet sitting on the treatment table. She picked it up and fled, hoping to make some money off of it.

Later, in a drug-induced haze, she was looking at the device and realized it was actually a solid object, not a wearable gauntlet. Messing around, she stuck it against the remainder of her arm and was stunned to see the end morph to spread over her arm. As she panicked, she felt it poking into her skin, like dozens – hundreds – of small needles crawling their way over her until she was completely covered. As the material continued to painfully explore her, she passed out.

When she awoke, she was clear-headed. She quickly discovered it had only been a couple of minutes, but all the pollutants she'd been pouring into her body for years had been expunged. She could feel the hand in a way that made no sense to her, like it was almost intelligent. And she could feel what she could do with it...

Meta Information

The Hand has been in the possession of the military for decades. With the recent OblivAeon event, they were going back to all the old discoveries to see if anything might be useful in case of a similar threat in the future.

The room she found it in appeared unoccupied, but on the other side of the table was the body of a guard that had been knocked out by the Hand drawing the energy out of them. It had been left here by an emergency team who had extracted it off of a subject's hand while it was

crushing it. They had taken the subject to an OR to try to save their hand and arm.

Eventually she will transition one of her Principles to Whispers, as the intelligence of the hand becomes more capable of interacting with her.

Personality

- Decisive – Bootstrap rarely questions a decision she's made and moves on those decisions quickly.
- Adventurous – Considering this a new chance at surviving, she's becoming addicted to the hero life as both a solution to her past challenges and a way to escape her real life challenges.
- Trusting – She tends to trust people and institutions, even though they've let her down so often. If someone takes charge, she'll go with it, but if there's no one to tell her what to do she'll make the needed decisions.

Current Situation

- Homeless, but since she can better protect herself and those around her, she's supporting a small, self-sufficient community in an abandoned warehouse. While she's one of the community's leaders, she's only in charge of security – everyone (including her) knows she's not the best at actually leading a community like this.
- She's turned her back on her parents (Steve and Carey) and older sister (Maggie), but they still care about her.

Character Gen Details

- Background: Struggling (d8, d8, d6)
 - Banter – d6
 - Criminal Underworld Info – d6
 - Close Combat (Physical quality) – d8
 - Responsibility Principle of the Veteran
- Power Source: Relic (d10, d10, d6)
 - Teleportation (renamed Reach and Pull Through) – d8
 - Awareness (renamed Assisted Awareness) – d8
 - Signature Weapon (renamed The Gifting Hand) – d6
 - Yellows
 - Magical Shield (renamed Lend a Hand) using Awareness (Assisted Awareness)
 - Momentary Power (renamed Power Move) using Signature Weapon (The Gifting Hand)
 - Green: Draw Power (renamed Clench the Fist)
- Archetype: Robot/Cyborg (d10, d10)
 - Athletic power of Vitality – d10
 - Strength (renamed Artificial Musculature) – d10
 - Mental quality of Conviction – d10
 - Technological Power of Power Suit (renamed Alien Exometal) – d6
- Greens
 - Metal Skin (renamed Alien Steel Skin)
 - Something for Everyone (renamed Many Hands) using Signature Weapon (The Gifting Hand)
- Expertise Principle of The Indestructible
- Personality: Decisive
 - Quality: Alien-Influenced – d8
 - Status dice are d8, d8, d8
 - Out Ability: Boost an ally by rolling your single Signature Weapon (The Gifting Hand) die
- Reds:
 - Hallmark Powers – Ultimate Weaponry (renamed Charged Strike) using Signature Weapon (The Gifting Hand)
 - Athletic Powers – Paragon Feat (renamed Overwhelming Force) using Strength
- Retcon
 - Swap Vitality's d10 and Signature Weapon's (The Gifting Hand's) d6
- HP = 30; 8 + 8 (Red status die max) + 10 (Self-Discipline die max) + 4 (Roll of d8)

pull the weight!

is ready to

Bootstrap

Bootstrap

is ???

???...

available

Reaction is

Bootstrap's

Bootstrap's

Reaction has

been used