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Amphetamine Queen

A young teenage girl with a distaste for authority and a crippling addiction to speed, Amphetamine Queen builds up a running start, takes to the air, and crash-lands with devastating results. Panicked and out of her depth, she's on the run, terrified of the retribution she will inevitably receive after shooting a Protectorate cape point-blank in the chest.

	Brawn 4		Ath 6		Dex 4		Wits 4		Soc 2		Know 3		Guts 4
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Power: Takeoff - Amphetamine Queen can spend her movement action to run and take-off, and must travel a minimum of 30 feet to take off, or attempt to take off with a DC 4 Athletics check with a +1 in difficulty for every five feet she falls short of 30 feet. While airborne, her base movement speed is fixed at 180 feet per round.

Power: Invulnerability - While airborne, Amphetamine Queen is immune to bashing damage, and each other form of damage is reduced by one degree of severity. Amphetamine Queen is always invulnerable to falling damage.

Power: Meteoric Impact - If airborne, Amphetamine Queen can crash land, creating a massive crater, dealing two instances of Moderate Bash damage on a direct hit, or one instance to any individual caught in the area of effect (15' radius from impact).

Dive bombing a victim is a Blitz attack roll modified by the Athletics stat that they must meet with a defensive roll, whereas victims caught in the area of effect must make a Dodge or Withstand roll of DC 5 to avoid the effect.

Skills:

- **Blitz 2**
 - +1  for charge, attacks vs. acting/moving foe, or dodging while moving.
 - Swoop In. +1 to blitz rolls if attacking/moving in from higher position. 1st round only.
- **Evasion 6**
 - +2  to dodge.
 - Dive: Make unskilled dodge reroll, lose half actions, skills for next round.
 - Juke: +1 to dodge until start of next turn (Add +1 per dodge vs. that foe).
 - Slip Through. +1 to dodge rolls vs. AoO and while actively advancing/charging foes.

Assets:

Tier 3 Costume: (Cloth, Armor, Movement: Flight, Protection: Pierce, Icon, Flashy)
7.5 oz speed cut with Adderall: Gain one morale die when consumed.

Details:

- Jack of Trades - Two additional skill points to work with, and can retrain skills on a daily basis.
- Addiction to Stimulants - Morale heavily penalized when unable to imbibe, physical attributes decline over course of withdrawal.
- Two Strikes - Escaped from incarceration, and wanted for the attempted murder of Jetstream, Queen is firmly in the PRT's bad books.

Burn Notice

Fight fire with fire? Of course - what wouldn't you fight with fire? The up-and-coming caporegime of the Borgata creates massive pillars and gouts of flame to rival other famous pyrokinetics, using a lit cigarette or lighter as a 'pilot light'.

● 2	Brawn	● 3	Athletics
● 4	Dexterity	● 2	Wits
● 4	Social	● 3	Know
● 3	Guts		

Power: Incinerate - Creating anywhere from a five to forty-five foot cone from a source flame, Burn Notice deals moderate burn damage to all victims caught in the blast. If a victim had been burned the round prior, the moderate wound is upgraded to a critical wound.

Power: Pyrovoyance - Burn Notice has a strange proprioception that originates from all flames in his general vicinity, gaining a feel for a battlefield and its participants once enough of it is sufficiently alight, gaining a bonus to awareness checks in said area.

Power: Fireproof - Burn Notice is wholly immune to all burn damage, not just his own.

Skills:

- **Presentation 4**
- **Street Smarts 2**

Assets: Two packs of Lucky Strikes, engraved Zippo lighter.

Details:

- Never quite taking things seriously, Burn Notice has a penchant for flirting with whoever's on the other side of the fight, rather often to his detriment.

Doubledown

'If the first shot don't kill 'em, the second one will.' A quirk of Doubledown's power means that the first shot is a harmless, 'range-finder' laser, while the second utterly annihilates anything in its path.

● 2 Brawn	● 3 Athletics
● 4 Dexterity	● 4 Wits
● 2 Social	● 2 Know
● 4 Guts	

Power: Ante Up - Firing a beam out of his index finger, followed up by an unerring blast that carves through any obstacle, Doubledown's Blaster power takes two rounds, but deals critical piercing damage to the victim, regardless of any intervening obstacles.

Skills:

- **Accuracy 4**

Assets: Tier 2 outfit (Armor).

Details:

- **Tough Motherfucker** - Doubledown can ignore the detrimental effects of most wounds, or shrug them off entirely.

Invictus

Broken, battered, but undefeated, it matters not how strait the gate - Invictus' recent second trigger is the apex of his transformation into a true monster.

● 2 Brawn	● 2 Athletics
● 2 Dexterity	● 3 Wits
● 5 Social	● 5 Know
● 3 Guts	

Power: Psychometry - Invictus's power manifests the emotions, social interconnections, and mental states of individuals around him into visual auras, which he is capable of subconsciously interpreting, granting him a natural 5 in the Empathy skill.

Power: Taboo - Upon succeeding an Empathy check against a victim in an inferior social position (an underling, succeeded a Threaten check, et cetera), Invictus can deny them the ability to speak regarding a certain subject (a specific person, a discussion of plans, calling for help, et cetera). This effect lasts until the individual is no longer in a social position subordinate to Invictus (Social check + relevant skill/conditional modifiers).

Power: Sanction [Second Trigger] - Invictus can verbally command an individual to forego a specific action - all orders given by him to 'not' do something cannot be countermanded, and must be obeyed immediately. Gaming the power works poorly for him, such as the use of double negatives - other penalties for using the power are undocumented here. These commands persist forever, even after Invictus's death.

Skills:

- **Threaten 2**
- **Street Smarts 5**
- **Presentation 4**
- **Empathy 5**

Assets: Gun-shaped novelty cigarette lighter.

Details:

- With the shard taking over certain aspects of his body and personality, Invictus is 'locked in', hitting a hard ceiling to his growth - mind and body stagnating, he's completely unable to shake off his narcotic addiction.

Perimeter

The taciturn figurehead of the Haddon Parahuman Investigative Agency, Perimeter's forcefield-manipulation comes with a few interesting quirks.

2 Brawn	2 Athletics
2 Dexterity	4 Wits
4 Social	4 Know
4 Guts	

Power: Lockdown - Haddon can manifest a hemispherical forcefield permeable in one direction of his choice within a certain range and line of sight. The forcefield is permeable in both directions with regard to light, and theoretically other forms of electromagnetic radiation. The forcefield has six wound boxes, ignoring minor damage and taking multiple wounds on a critical, as per GM fiat.

Power: Compactor - Haddon can shrink his forcefield, crushing anything within. Incompressible objects are reduced to dust or destroy the forcefield, depending on their durability. Living beings are able to roll continuous Brawn checks to resist the shrinking of the forcefield. Each round of crushing force resisted removes a wound from the forcefield.

Skills:

- **Awareness 4**
- **Street Smarts 4**

Assets: Allies - Kusakabe, Dags. Modified Entreaty 121 M1 shotgun (sawed-off).

Details:

- Master of the 'system'. Perimeter maintains an intimate knowledge of the game and how to play it, making good impressions, currying favor, building trust, and leveraging it all to expand his network of information gathering, successfully running a 'neutral' organization at the center of a three-gang conflict.

Pizzicato

The Borgata's consigliere, Pizzicato, enjoys haute cuisine, tasteful white pinstriped three-piece suits, and filleting anything or anyone that displeases him.

● 2 Brawn	● 4 Athletics
● 5 Dexterity	● 4 Wits
● 2 Social	● 3 Know
● 3 Guts	

Power: Guillotine Thread - Pizzicato manifests razor-sharp 'force wire', manipulating it at will to lash out at anyone within his range, a standard ranged attack dealing Moderate Cut damage. Additionally, he can use it as a crude grappling device, or layer a threshold or zone with an array of interlacing wire as an improvised trap (Awareness check to detect thin wiring).

Skills:

- **Accuracy 5**
- **Command 4**

Assets: Tier 4 outfit (Style, fearsome rep up, threatening rep up)

Details:

- Hair trigger. The shard saw the opportunity to drive Pizzicato toward conflict, exacerbating his compulsive need for respect and procedure - now hardwired into his psyche, violators of his code are met with disproportionate and violent retribution.
- Natural leader. Pizzicato rules over his subordinates with a viselike grip, controlling them via fear and precise regimentation.

Shades

The former unpowered lieutenant of the Dust Devils, years of skimming off the take left Shades with enough funds to cut and run before everything went straight to shit - and spend the entirety of it (along with some favors owed) on a superpower purchased from Cauldron.

● 2	Brawn	● 2	Athletics
● 4	Dexterity	● 6	Wits
● 3	Social	● 4	Know
● 3	Guts		

Power: Staccato - Can teleport forward in time, displacing him to his intended location up to ten seconds in the future, or backwards in time, displacing him to his location in the past for the same threshold. Future-teleportation is far more flexible, destination variable and based on intent, but teleporting into the past has the benefit of reversing wounds, as well as replenishing expended ammunition or explosives.

Power: Ghost of Future Past - Shades perceives a spectral form of his future self, granting him a sort of short-term precognition regarding his future position and condition, conferring a bonus to his Wits.

Skills:

- **Barrage 4**
- **Awareness 2**
- **Street Smarts 3**

Assets: K&H MP5 submachine gun, semiautomatic Tier 3 outfit (Armor, Style, Inconvenient), two bricks of C4, two fragmentation grenades, two incendiary grenades, one flashbang, one smoke grenade.

Details:

- Geared up.
- Transgressio.

Wink

The current leader of Blackjack, Wink is a (somewhat) reformed serial killer and arsonist, one of the rare individuals whose triggers molded their psyche for the better - the caution and paranoia provided by the shard tempered his lust for destruction and violence, transforming him into a competent gang leader with aspirations of greatness.

● 3 Brawn	● 3 Athletics
● 3 Dexterity	● 3 Wits
● 3 Social	● 4 Know
● 2 Guts	

Power: Enter Sandman - Wink can 'tether' to any individual within his line of sight, sapping them of energy. Each round, the victim must make a Guts check (threshold 2, difficulty increases by one each round), or take a -1 penalty to Wits and Athletics. When either stat hits zero due to penalties, the victim must make a Guts check to remain awake.

Power: No Rest for the Wicked - Siphoned energy from victims is granted to Wink - per each Wits and Ath sapped, Wink gains a corresponding buff, capped at +3. When Wink is at maximum charge, he gains a +1 to Brawn and Dex as well. Each charge dissipates over the course of five rounds in heated combat, or, in day-to-day activities, over the course of two hours. So long as Wink holds the effects of a charge, he requires no sleep.

Power: Rise and Shine - Wink can choose to 'tether' two individuals together, transferring energy between them - the same buffs and debuffs as described above apply.

Skills:

- **Sneak 2**
- **Street Smarts 3**
- **Presentation 3**
- **Command 3**

Assets: Two thugs with firearms (choice of pistols, shotguns, hunting rifles) and melee weapons with a maximum charge of alertness, Tier 3 outfit (Armor, Lightweight, fearsome rep up, Flashy), 2x pistol, semiautomatic shotgun.

Details:

- Paranoid. With the alertness granted by his power, Wink is averse to risk-taking, preferring to assess, and often, overanalyze a situation before committing manpower or resources to a task.
- Noctis. Wink has no need for sleep, unless placed in a situation where there are no suitable victims to drain. In the event that he does rest, he relives his trigger event and vision.

