

Character Creation!

Your hero begins with 2 Attack, 2 Defense, and 1 Pluck points in their stats. You now have 10 points to spend on -

1. A POWER TEMPLATE!

Templates define your base powers and add to your Attack, Defense, and Pluck. You must decide how your powers really work, but you must play your powers as defined during character creation! All super characters must have a template.

- 3 pts SUMMONER** - Can make one type of object appear from thin air (weapons, vehicles, forks, etc. - pick only 1). att +2 def +0 pluck +1
- 3 pts SHIFTER** - Body or body parts change to a different form (mechanical, liquid, animals, etc. - choose only 1). att +1 def +1 pluck +1

- 4 pts BLASTER** - Fire waves or beams of energy. att +2 def +1 pluck +1
- 4 pts RUNNER** - Move super-fast or teleport short distances. att +0 def +2 pluck +2
- 4 pts FORCE WIELDER** - Use a force such as gravity or magnetism to manipulate objects. att +2 def +0 pluck +2
- 4 pts WHISPERER** - Command of plants, animals, or machines (pick 1). att +3 def +0 pluck +1
- 4 pts KISMET** - Extremely, and often improbably, lucky. att +0 def +0 pluck +4
- 5 pts GADGETEER** - Create and utilize mechanical devices and gadgets. att +1 def +1 pluck +3
- 5 pts SPECIALIST** - Uses one weapon really, really well. att +2 def +1 pluck +2
- 5 pts ROCK** - Protection power

- that creates a Force Field or changes skin to stone or metal. att +1 def +3 pluck +1
- 5 pts BRUTE** - Amazing strength. att +3 def +2 pluck +0
- 6 pts BEHEMOTH** - Becomes a hulking, muscular beast. att +4 def +2 pluck +0

2. A POWER VARIANT!

Variants provide a little nuance to how powers. Variants are optional.

- 2 pts ACTIVATED POWER** - Must activate power before using it. Recharge at twice normal and gain +1 to secret identity.
- 2 pts SLIPPERY** - Sacrifice one die from any pool to discard your roll, ignore opponent's roll, and escape combat.
- 2 pts WEAKNESS** - Something turns your powers off - completely! Gain +2 attack and watch out!

- 2 pts ACROBATIC** - After combat is rolled, you may sacrifice 1 attack pool die to ignore all opponent's attack successes.
- 2 pts TOUGH** - Automatically gain 1 defense success each combat round.
- 3 pts OBJECT BASED** - Your powers only work when in contact with a certain object. Gain +2 pluck and don't lose that object!
- 3 pts FLIGHT** - You may leave combat at any time, even if you don't have the narrative. Gain +1 defense.
- 3 pts SCRAPPER** - When fighting minions, each defense success you roll also gives you +1 attack success.
- 4 pts FEINT** - After combat is rolled, you may swap your attack and defense success totals.

DYNAMO
GOLDEN AGE SUPERHERO RPG!
POCKETMOD CHARACTER CREATION!
BY STEVE KELLER
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Player	Template	Variant
Name		
Attack		
Defense		
Pluck		
Secret Identity		

4. BOOST STATS!

After buying your template and deciding on a variant and/or a secret identity, you may have some points left over from your original 10. You may use those points to increase your attack pool, your defense pool, or your secret identity pool.

You may not spend points to increase your pluck

- 4 pts RECHARGE** - Power must be recharged. Start combat with +3 dice of any type but take an extra hit each round. Recharge at 4 times the normal rate.
 - 4 pts REGENERATION** - Each round combat, regain 1 lost Attack or Defense die.
 - 4 pts GREAT BIG** - Powers make you up to three times normal size. Gain +2 pluck.
 - 5 pts TRANSFORMED** - Your power has transformed you permanently. You may not have a secret identity. Gain +3 pluck.
 - 6 pts ARMORED** - You are hard to hit or have actual armor! Gain 2 defense successes each combat round.
- 3. A SECRET IDENTITY!**
- You may put no less than 2, no more than 6 points into an