

The Moth

Heroic Identity

Player

Daily Identity

MIGHT

- Ordinary
- Exceptional
- Spectacular

DEFTNESS

- Ordinary
- Exceptional
- Spectacular

RESILIENCE

- Ordinary
- Exceptional
- Spectacular



Hero Depiction

BRAINS

- Ordinary
- Exceptional
- Spectacular

PROWESS

- Ordinary
- Exceptional
- Spectacular

RESOLVE

- Ordinary
- Exceptional
- Spectacular

Capes

Masks

HEARTS & SOULS

DRIVE

EVENTS

Community

None

TRIGGER

STRESS

POWERS & STORY

NOTES & RESOURCES

Flight:

The Moth uses a special cloak and technology to allow him to fly short distances, though very much like gliding he can gain altitude briefly with the device. *Flight Ordinary Movement

Gadgets

The Moth uses a number of minor single use items which are placed in pockets about his costume these all can produce effects of up to Exceptional Human Rank.

Attack: Exceptional (razorwings)

Defense: None

Movement: Exceptional (tanglewire)

Manipulation: Ordinary (radio control override)

Mask

The moth's mask includes Nightvision goggles, and flare protection (from bright lights) as well as a gasmask all at Spectacular ability.

Gas Launcher

The Moth has two underwrist mounted Co2 powered pellet launchers that fire gas pellets when activated. The most common gas used is a nauseating stench with Exceptional effects (Limiting Movement or acting as an obscuring defense)