

SPAWN

"Hell isn't just a place you can go if your bad... it can also reach out and take you".



Power Level: 19 **Concept:** Redeemed Hellspawn **Occupation:** Ex Assassin, Agent of Good

Str	Dex	Con	Int	Wis	Cha	Melee
18	14	20	12	10	6	+10
+4	+2	+5	+1	+0	-2	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+10	+10	+2	+2	30/40	+8
Save	Save	Save	Save	Walk/Fly	Atk Bonus

SKILLS

Acrobatics (Dex) +4, Bluff (Cha) +2, Climb (Str) +10, Demolitions (Int) +5, Disable Device (Int) +4, Drive (Dex) +3, Escape Artist (Dex) +3, Hide (Dex) +4, Intimidate (Str) +14, Listen (Wis) +2, Move Silently (Dex) +4, Spot (Wis) +2, Survival (Wis) +2

Initiative

+2

DEX

Dma Bonus

+9/+14 S/L

Fists & Armor

DEFENSE

10/12

Flat Footed

CHARACTERISTICS

Real Name: Al Simmons
Height: 6' 4"
Weight: 225 lb.
Eyes: Glowing Green
Hair: None
Birthplace: Unknown
Group Affiliation: None
Headquarters: Mobile
Relatives: Wanda Simmons (Wife, now widow), Cyan (Daughter)
Other Aliases: None
Marital Status: Single
First Appeared: Spawn #1

FEATS

Accurate Attack, Point Blank Shot, Precise Shot, Far Shot, Iron Will, Infamy, Move by Attack, Power Attack, Startle, Takedown Attack, Durability

POWERS

Super Strength +5: Spawns Necroplasmic Hellspawn form grants tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 32 times his normal carrying capacity [*Power Stunt* Lethal; *Source:* Mystical; *Cost:* 4 pp].

Super Constitution +5: Spawns Necroplasmic Hellspawn form also provides phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Source:* Mystical; *Cost:* 4 pp].

Armour +10: The Necroplasmic form is tough, allowing Spawn to reduce its power rank from the Damage bonus before the Damage save is made. The Necroplasmic form also provides a rank number of immunities, currently it provides Immunity to Suffocation, Pressure, Cold, Disease, Poison, Electricity, Radiation, Fire, Corrosion, Critical Hits [*Power Stunt:* Penetration vision, Darksight; *Extra:* Immunity; *Source:* Mystical; *Cost:* 2 pp].

Disintegration +8 (Necroplasmic Blasts): Spawns is capable of emitting powerful Necroplasmic

WEAKNESSES

Disturbing: As a Hellspawn his appearance is so strange that he suffers a -5 penalty on all Bluff and Diplomacy checks. He also cannot pass in normal society without causing panic.

Hunted: As a Hellspawn who turned away from evil to become an Agent for good, he has thereby declared himself an enemy to the demonic hordes who will all attack him on sight and also hunt for him

PERSONALITY

Spawn is something of a tragic hero, a man who believed he was doing good in life by killing the bad guys for his country only to discover he had been used to kill the good and then tricked into being killed by the minions of Malbolgea and A-6 causing him to be cast into Hell and lose his family. He was played and he knows it, now an Agent for good he seeks to do the right thing and thwart and destroy the forces of hell from succeeding in their battle with heaven.

HISTORY

Al was born to loving middle class parents who lived in a quiet neighborhood outside of Pittsburgh. he grew up like any other kid, going to school, and playing a few sports. However, his competitive nature set him apart. He was always driven to win and accepted no less than total victory in everything he did, whether it was on the ball field, or just having a conversation. He would never start a debate unless he could get his point across. To Al, there was no pint in starting anything if there was no way he could win. Al went from High School straight to College where he was first noticed and then recruited to the CIA. As part of his new job, he joined the military, rapidly going up through the ranks, and gaining a place on a special elite unit set to guard the president. While on duty with this unit, he saved the President from an assassin's bullet for which he was rewarded a huge promotion to Lieutenant Colonial. His combat skills and aptitude for quick learning brought him to the attention of Jason Wynn who became his personal mentor, drawing him publicly into the intelligence community. Jason Wynn was a master of manipulation, and led Al Simmons into believing, at least at first, that everything they did had a

MORE HISTORY

purpose and was for the good of American Security. The missions became bloodier with fewer rational explanations, some even causing civil wars. What was once a strong friendship, or so it appeared to naive Al, rapidly deteriorated as Simmons began to question his commander Wynn and his motives. This continuous butting of heads would not be tolerated by the likes of Jason Wynn, nor would it go unpunished. It was a mission just like the eight previous, where Al was going to kill in the name of his government when he was turned on by two of his fellow agents, Chapel and Priest, ironic names at best. The two agents opened fire on Al with laser weapons, burning him beyond recognition. Al had been set up by Jason Wynn because he'd become a thorn in the man's side. Al Simmons was buried with great media fanfare because he'd been their darling ever since his televised rescue of the president many months before. He was a hero, his coffin draped in an American flag that was given to his widow Wanda Blake while the country watched. Stories ran for days of the lad buried in Arlington National Cemetery who'd risked and lost his life, all in the name of his country. But existence didn't end for Al when his treacherous comrades burned him. At the moment of his death, he made a pact that he'd later barely recall. Al had always had an Achilles' heel, ill afforded to a killer in his position. Al loved his wife beyond bearing and the deal hinged upon this. Though he was an atheist at the time of his death, Al would do anything to see his wife again and the Malebolgia took him at his word. In a split-second, or so it seemed, he was returned to earth. Al Simmons had now become an officer in training, one of Malebolgia's handpicked Hellspawn for this century, bound to a symbiotic uniform and infused with hell-born energy. Al was able to follow orders, had killer instinct, and was willing to make the bargain; all of the Malebolgia's requirements. At first, Al was disoriented which was part of the Malebolgia's training plan. What had seemed only a second was actually five years. Soon, was beginning to learn however, taught both by a demon chaperone, and with some knowledge from the Malebolgia himself Al was faced with the choice of doing nothing with his new powers or using them, for good or for ill. If he did nothing, he would be allowing evil to continue and that would help serve hell. But he also knew that if he became a force for good and killed those that were evil with his hell-born energy, as his instincts told him to, he would just increase the population on the armies in Hell readying for battle with Heaven. And even if he became evil, and used the power, accepting what he had become, he became that much more valuable to hell. Worst of all for Al, Hell is not content to wait for him to make his decision. His Guardian demon, the Clown, is there to dog his steps and push and prod him. This demon, who transforms into the hideously disfigured Violator, a creature born in the pits of hell, has chosen to target the loved ones from Al's life, and to put Al at odds with law enforcement and humanity in general. Spawn is hounded by them now, as the mob, the government and the cops all seek to stop this "cloaked enemy of society". It is this harassment that Hell hopes will drop the Hellspawn back to his instincts, those of a government-trained assassin, who would kill without questioning and act without thinking. But it turns out that Al's Achilles' heel is Hell's as well. He loved his wife and came back to see her. He has discovered that she is remarried, to his best friend, Terry Fitzgerald who was able to give her the child he never could. Although frustrated, he realizes that she is happy and so he's moved on to search for a new identity and a way to come to terms with his new condition. His love for her was so deep that it actually helped salve some of his wounds and he's begun to heal spiritually. He now has to find a way to go on, because this game too, must have a way to win. The easiest and most immediate purpose he sees is to exact revenge on Jason Wynn, whom he discovered, ordered his death.

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

blasts from his eyes, hands and body, which on a successful ranged attack roll reduce the hardness of an object by power rank or do lethal damage vs a living target equal to power rank [*Extras*: Disruption; *Source*: Mystical; *Cost*: 3 pp].

Flight +8: Spawns Cloak allows him to fly without any visible means of support, it writhes and flutters around him as he moves. He can fly at 5 .ft per rank base speed, twice that as a full round action and four times that as a Sprint action [*Source*: Mystical; *Cost*: 2 pp].

Healing +10 (Resurrection): Spawns Necroplasmic nature can be used to return people to life, who have been dead only a short time. As a half action he can make a healing check (DC 30) on anyone who has been dead for not more than (power rank) minutes. If successful the person is alive and disabled, but stabilised. If failed they are gone, dead for good [*Extras*: Resurrection; *Flaws*: Limited—Resurrection Only, Others only; *Source*: Mystical; *Cost*: 2 pp].

Invisibility +5: Spawns Cloak can form shapes over and around him and take on the textures and appearance of those things, effectively allowing him to become invisible, blending with his surroundings. Characters within 5 feet can attempt a Spot check DC10 + PR to detect Spawn. Spawn receives a +2 bonus to attacks against those unaware he is there and they lose all Dodge bonus to Defence. People attempting to attack him while hidden must guess his location and even if correct still miss 50% of the time [*Flaws*: Limited—Must be stationary; *Source*: Mystical; *Cost*: 1 pp].

Natural Weapon—Spikes/Claws +5: Spawns Necroplasmic form can have spikes extend from any part of it with a mere thought. These spikes inflict a power rank lethal damage bonus, anyone striking spawn while his spikes are extended must immediately make a DC15 + PR Damage save or take damage [*Extras*: Quills; *Source*: Mystical; *Cost*: 3 pp].

Regeneration +5: Spawns Necroplasmic form regenerates damage extremely quickly allowing Spawn phenomenal regenerative abilities, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. (10 ranks regeneration allows regeneration of one hit every round). He adds his regeneration rank as a bonus to Constitution checks to recover from being unconscious and to his fortitude saves to avoid dying and to his stabilisation checks. Should Spawn be disabled he gets a Constitution check on the following round to recover, with a bonus equal to his power rank. If this check fails he must wait a day to attempt to recover again, but receives his power rank as a bonus on all recovery checks. Spawns regeneration is so potent it can bring him back from the brink of death by making a Regeneration check (DC30). He receives only one attempt (although can spend hero points on the effort). If successful he becomes disabled (but stable), if it fails he dies [*Extra*: Back from the Brink; *Source*: Mystical; *Cost*: 3 pp].

Shape Matter +10: Spawns Necroplasmic cloak can reshape at Spawns whim into any form he desires, its composition however does not alter, although it may appear like steel it still only has the same strength as the Necroplasmic form normally has, meaning its Hardness remains equal to its power rank [*Flaws*: Limited—Cloak only; *Source*: Mystical; *Cost*: 1 pp].

Teleportation +5: Spawns can use his Hellspawn power to move him instantly from one place to another up to 5 .ft per rank as a half action, twice that as a full action and 16 times that as a Sprint action, but he loses his dodge bonus to defence due to disorientation the round after and may only teleport to places seen or known well. He may carry up to 50 .lbs per power rank of objects or a character with him when he teleports [*Extras*: Extended Teleport x 2; *Source*: Mystical; *Cost*: 4 pp].

Weapon—Chains +5: Spawns Necroplasmic form can extend grasping/piercing chains from his body, which on a successful ranged attack roll can do rank lethal damage at up to normal range. They can also be used on a ranged attack roll, which if successful requires the target to make a Reflex save (DC10+PR), failure meaning they are considered entangled suffering a -2 penalty to attack rolls and a -4 penalty to Dexterity, the target cannot move either. A second successful snare attack with the chains renders the entangled creature bound and helpless. The target is completely unable to move and attackers gain a +4 bonus to hit them and they lose all dodge bonus to Defence and their Dexterity is treated as if it were 0. A target can break the chains by damaging them, they make Damage saves like inanimate objects and have a hardness equal to power rank [*Extras*: Snare; *Source*: Mystical; *Cost*: 2 pp].

NOTES

HERO POINTS

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