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NAME: GLIPPERY GAWYER (GAWYER BLOAT) ALIGNMENT: LAW CLASS: ANTHROPOMORPH (SCHOLAR) ORIGIN: NATIVE AMERICAN. YOU WERE BITTEN BY A RADIOACTIVE HOBO. YOU ARE ADDICTED TO PLAYING BOARD GAMES. PARENTS WERE MECHANICS. QUICK WITTED. IS ALMOST ALWAYS RIGHT. STR: 7 (-1) COURAGE:12 AC: 16 INT: 17 (+2) CRITICAL:12 WIS: 14 (+1) DEX: 18 (+3) HP:10 MOVE: 12/ DEATH:9 22 SWIMMING MAGIC:11 ATTACK BONUS: CON: 12 MENTAL:14 +0 (-1) MELEE/ POIGON:14 CHA: 13 (+1) +0 (+3) RANGED SUR: 12 MONEY: \$2,500 GKILLG: LANGUAGES: COMBAT TRAINING 1, ENGLIGH, ELECTRONICS 1, FRENCH, FIGHTING- MARTIAL ARTS, NOOKSACK KNOWLEDGE: GENERAL 1 (+1), KNOWLEDGE: GAME THEORY 1, (NATIVE LANGUAGE) MATHEMATICS 1, MECHANICS 1 (+1), ANIMAL APPEARANCE:

PILOT: BAGIC 1, RANGED WEAPONG, GCIENCE 1 ABILITIEG: BITE (D4-1), TAIL GLAP (D4-1), FLOATG, BACK FLIP, +2 TO AC IF YOU DO NOT ATTACK, TOUGHNEGG +1

IIMAL APPEARANCE: OTTER (GMALLER) AGE:18 GEX: MALE HEIGHT: 5' 1" WEIGHT: 77 HAIR: BROWN EYEG: GREEN

STARTING GEAR: PADDED ARMOR, LARGE WRENCH (AS CLUB), TECHNICIAN'S KIT, THROWING KNIVES X10



# NAME: BARON BORAZON (KLAUG IN DER MAUR) ALIGNMENT: CHAOG CLAGG: BORG

ORIGIN: SWIGG. YOU WERE BORN INTO A VERY RICH, SWIGG FAMILY AND WERE HURT AG A TEEN. YOUR FAMILY IG YOUR BENEFACTOR. YOU HAVE ACCEGG TO A LARGE AMOUNT OF MONEY. PARENTG HAVE OLD MONEY AND BUILT A WING AT VGU. IG A REAL JERK.

GTR: 16 (+2) INT: 13 (+1) WIG: 9 DEX: 11 CON: 14 (+1) CHA: 8 (-1) GUR: 12

COURAGE:11 CRITICAL:12 DEATH:11 MAGIC:6 MENTAL:9 POIGON:14

AC: 13 HP:31 MOVE: 12 ATTACK BONUG: +1 (+4) MELEE/ +0 (+3) RANGED MONEY: \$300,000 LANGUAGEG: ENGLIGH, GERMAN

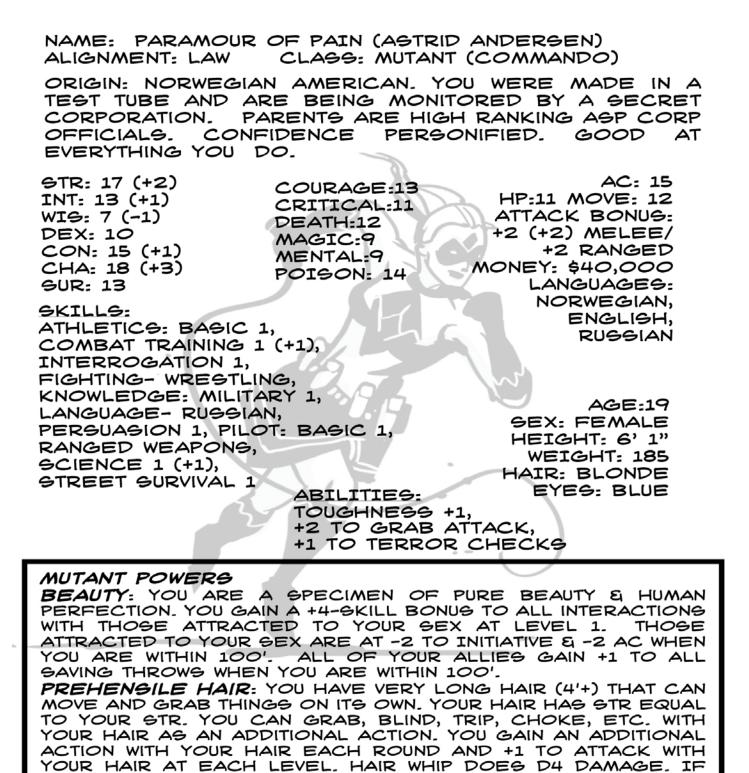
SKILLS: ATHLETICS: BASIC 1, COMBAT TRAINING 1 (+1), COMPUTER SKILLS 1, FIGHTING- MARTIAL ARTS, KNOWLEDGE- LOCAL HISTORY 1 (+1) MECHANICS 1, RANGED WEAPONS

ABILITIES: +1 TO MELEE DAMAGE, BACK FLIP, +2 TO AC IF YOU DO NOT ATTACK AGE:21 GEX: MALE HEIGHT: 6' 4" WEIGHT: 300 HAIR: NONE EYEG: GREEN

BORG POWERS

- POWER REGERVE- 140 MINUTES, BASIC FUNCTIONS CAN RUN INDEFINITELY, IT TAKES 1 HOUR OFF-LINE TO RECHARGE 100 MINUTES
- TOUGHNESS +1
- CYBERNETIC HAND (RIGHT HAND) STEADY HAND: +1 TO ATTACK, +3 TO SLEIGHT OF HAND.
  UNBREAKABLE GRIP: GRIP CAN ONLY BE BROKEN BY SOMETHING EQUAL TO, OR STRONGER THAN YOU.
- TARGETING GYGTEM EYE: +2 TO RANGE ATTACKS
- BASIC EAR: +6 TO LISTEN CHECKS, SMALL RADIO (2 MILES), VOICE RECORDER
- PALM GUN (RIGHT HAND) RANGE. BALLIGTIC. REQUIRES CYBERNETIC HAND. DOES DO DAMAGE/ 30' RANGE/ 10 SHOTS PER CLIP.
- RETRACTABLE SWORD (RIGHT ARM) DOES D6 + STR DAMAGE.

STARTING GEAR: PLASTIC ARMOR, BRASS KNUCKLES, TECHNICIAN'S KIT, 2 CLIPS



YOUR HAIR IS LONGER THAN 5', IT HAS REACH.

**SUPER STRENGTH:** YOU HAVE EXCEPTIONAL STRENGTH. YOU CAN LIFT & CARRY AROUND A TON WITH EASE. YOU MAY PUSH TO DOUBLE YOUR LIFTING ABILITY & ADD +4 DAMAGE TO ALL MELEE ATTACKS FOR 3 MINUTES. YOU GAIN ADVANTAGE ON ALL STR CHECKS.

PERMANENT DEFORMITY: GKY BLUE GKIN

STARTING GEAR: PLASTIC ARMOR, WHIP, SHORT SWORD, PISTOL, SURVIVALIST KIT

NAME: THE JADE ATTAINER (GEBAGTIAN ZHOU) ALIGNMENT: LAW CLAGG: MYGTIC

ORIGIN: ORIGIN: CHINESE AMERICAN. WHILE SPELUNKING, YOU DISCOVERED A LARGE OBELISK IN A CAVERN. UPON TOUCHING IT, YOU WERE BESTOWED WITH POWERS. PARENTS WERE ARTISTS.

GTR: 7 (-1) INT: 17 (+2) WIG: 14 (+1) DEX: 9 CON: 14 (+1) CHA: 10 GUR: 12

COURAGE:9 CRITICAL:9 DEATH:15 MAGIC:14 MENTAL:11 POIGON:8

HP:8 MOVE: 12 ATTACK BONUG: +0 (-1) MELEE/ +0 RANGED MONEY: \$2,000 LANGUAGES: ENGLIGH, MANDARIN CHINESE, TAGALOG

AC: 13

SKILLS: COMBAT TRAINING 1, ART & MUGIC 1 (+1), FIGHTING- MARTIAL ARTS, KNOWLEDGE- MAGIC 1 (+2), KNOWLEDGE- RELIGION 1, KNOWLEDGE - SPELUNKING 1, SLEIGHT OF HAND 1

ABILITIES: -2 TO ALL NON-MAGIC ATTACKS, BACK FLIP, +2 TO AC IF YOU DO NOT ATTACK, RE-ROLL YOUR FIRST CRITICAL FUMBLE EACH DAY

AGE:20 GEX: MALE HEIGHT: 5' 7" WEIGHT: 133 HAIR: BALD EYEG: BROWN

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SPELLS PER DAY: 5 SPELLS KNOWN: COMPREHEND LANGUAGES, COUNTERSPELL I, DISPEL MAGIC I, HEAL I, MYSTIC ARMOR

STARTING GEAR: STAFF, MEDIC KIT, PADDED ARMOR

NAME: ROGE OF THE NORTH (GAAYA ROGE OZAWA) ALIGNMENT: LAW CLAGG: POWERED ARMOR PILOT ORIGIN: JAPANEGE CANADIAN. TEAM LEADER. YOU GREW UP PHYSICALLY WEAK AND DREAMED ABOUT AUGMENTING YOUR FEEBLENEGG. DAUGHTER OF A FAMOUG GUPER BUT VERY STOIC, QUICK HERO. WITTED. DATING SHAHRAZAD. **STR: 10** AC: 15 COURAGE:16 INT: 16 (+2) (TOUGHNESS +1) CRITICAL:8 WIG: 11 HP:7 (42 ARMOR) DEATH:9 DEX: 17 (+2) **MOVE: 12** MAGIC:8 ATTACK BONUS: CON: 10 MENTAL:11 CHA: 14(+1)POIGON:9 +O MELEE/ **GUR: 10** +0 (+2) RANGED MONEY: SKILLS: \$40,000 COMBAT TRAINING 1, ONE PARENT COMPUTER SKILLS 1, WAG A ELECTRONICS 1, SCIENTIST THAT FIGHTING: POWERED ARMOR, HAD THEIR WORK MATHEMATICS 1, STOLEN BY ASP MECHANICS 1, CORP. PILOT: BAGIC1 (+1), LANGUAGES: PILOT: FLIGHT, RANGED WEAPONG, JAPENGE SCIENCE 1 (+1) ENGLIGH, FRENCH ABILITIES: -2 ON ALL MELEE ATTACKS OUTSIDE OF AGE:18 THEIR ARMOR, **GEX: FEMALE** +4 TO TERROR CHECKS **HEIGHT: 5' 2"** WEIGHT: 99 HAIR: PINK EYES: BROWN

Flight Suit (under your armor)

+2 to AC (Light) \*does not stack with suit. Water recycle system, Waste removal system, Cooling system. Toughness: Fire +2

## **Basic Powered Armor**

• Fit to the pilot, Air Tight (6 hour supply), Pressure Sealed (400' in water)

• Shelf Recharging Power Source (Power reserve is 120 minutes. It takes 1 hour off-line to recharge 120 minutes.) Basic functions can run indefinitely (certain functions will drain the supply).

• AC: 13, HP:42, STR: 16 & Toughness at +1

Basic Ear: +6 to Listen checks, small radio (2 miles), voice recorder

Basic Eye: +4 to Spot checks, minor magnifier, polarized (cannot be blinded by light), small camera (2 hours of recording)

ARMOR PLATING Level 1

RETRACTABLE SWORD Melee. Does d6 + STR damage

STUN GUN Melee. Built in the palm. Stuns the target for 1 minutes (CRIT save). Uses 1 minute of power for each use.

STARTING GEAR: YOUR POWERED ARMOR, FLIGHT GUIT, KNIFE, TECHNICIAN KIT

NAME: SHAHRAZAD (SHADI PEDRAD) ALIGNMENT: LAW CLASS: PSION ORIGIN: IRANIAN AMERICAN. YOUR PARENTS WERE SECRET MUTANTS OR PSIONS. YOU LOVE WRITING AND POETRY, PARENTS WERE CAT BURGLARS. DARING ROSE OF THE NORTH. STR: 8 (-1) AC: 13 COURAGE:12 INT: 17 (+2) HP:9 MOVE: 12 CRITICAL:8 WIS: 16 (+2) (21 RIGEN/ DEATH:9 DEX: 13 (+1) 12 IN AIR) MAGIC:10 CON: 13 (+1) MENTAL:16 ATTACK BONUS: CHA: 14(+1)POIGON:13 +0 (-1) MELEE/ SUR: 8 +0 (+1) RANGED MONEY: SKILLS: \$10,000 ART & MUSIC 1, LANGUAGES: ATHLETICS: BASIC 1, ENGLIGH, COMBAT TRAINING 1, FARGI, FIGHTING- MARTIAL ARTS, ARABIC FIRGT AID 1, PERSUASION 1, AGE:19 KNOWLEDGE- POETRY & STORYTELLING 1, SEX: FEMALE KNOWLEDGE- PSYCHIC PHENOMENON 1 (+3) HEIGHT: 5' 7" ABILITIES: WEIGHT: 127 -1 TO ATTACK ROLLS WITH HAIR: BLACK MELEE OR HAND TO HAND (W/ YELLOW ATTACKS, STREAKS) +2 TO AC IF YOU DO NOT EYES: BROWN ATTACK, BACK FLIP, FORCE OF WILL, MAY RE-ROLL OR IGNORE DAMAGE FROM A PUSH ROLL ONCE A DAY

## **Bio-Healing**

Level 1 – You age at  $\frac{1}{2}$  the rate of a normal person. By manipulating your cells, you can heal yourself. By using all of your actions in a round you may Heal yourself by d6+ your INT bonus. The most you can heal in a day with this level power is your total Constitution score + your level.

## Rise Above (Primary – acts 1 level higher)

Level 1 – You can walk on air (6 Move) and walk on walls for a brief period. You can do this for 1 minute for each INT bonus point you have. You cannot activate this again for d10 minutes once the ability runs out. Gain +1 AC & +6 Move (ground) while active.

Level 2 - You can walk on air (12 Move) and walk on walls for a brief period. You can do this for 2 minutes for each INT bonus point you have. You cannot activate this again for d10 minutes once the ability runs out. Gain +2 AC & +3 Move (ground) while active.

#### Telekinesis

Level 1 - You are able to lift and move minor objects, under 5 pounds, by utilizing psychic energy. At this level you are unable to move anything with a great amount of force but can be used to retrieve a lost weapon or to pass an object to another person. If used as a weapon, a ranged attack roll is made, using your Intelligence modifier as Attack bonus (damage equal to thrown weapon damage). General debris does d4 damage. Range: 120'

STARTING GEAR: PADDED ARMOR, STAFF & MEDIC KIT

NAME: ACE CHAP (HENRY RIMMER) ALIGNMENT: LAW CLAGG: GUPER GPEEDGTER ORIGIN: BRITIGH GTREET YOUTH. ARROGANT. WAG IN A CHEMICAL ACCIDENT. WAG HOMELEGG AND LIVING WITH A GTREET GANG.

STR: 13 (+1) INT: 9 WIS: 8 (-1) DEX: 17 (+2) CON: 10 CHA: 16 (+2) SUR: 12

COURAGE: 12 CRITICAL: 8 DEATH: 13 MAGIC: 9 MENTAL: 8 POIGON: 12 AC: 14 HP:8 MOVE: 24 ATTACK BONUS: MONEY: \$8 LANGUAGES: ENGLISH

SKILLS: ATHLETICS: BASIC 1 (+2), COMBAT TRAINING 1, FIGHTING- BRAWLING, PERSUASION, SLEIGHT OF HAND 1 (+1)

ABILITIES: +1 TO ALL PUNCH & KICK DAMAGE,

TOUGHNESS +1,

+1 AGAINST INTIMIDATION AGE:17 GEX: MALE HEIGHT: 5' 10" WEIGHT: 130 HAIR: BROWN EYEG: GREEN

# SPEEDSTER ABILITIES

- · CAN RUN AT X3 MOVE/ CAN RUN, ATTACK AND MOVE
- HIGH METABOLIGM
- +2 TO INITIATIVE
- GEIZE THE MOMENT:1
- TOUGHNESS +1 (+2 TOTAL) WHILE RUNNING
- · ADVANTAGE ON ALL BALANCE CHECKS

STARTING GEAR: MEDIC KIT, LOTS OF ENERGY BARS

NAME: CHAGAR (JANIK MARODONA) ALIGNMENT: LAW CLASS: SUPER SOLDIER ORIGIN: ARGENTINIAN. YOU WERE KIDNAPPED AND WERE EXPERIMENTED ON BY A MEGA-CORPORATION. YOU HAVE ESCAPED AND HAVE A DIFFERENT BENEFACTOR BUT HAVE HORRIBLE NIGHTMARES. LOVES TO FIGHT. WAS HOMELESS WHEN DISCOVERED BY THE BENEFACTOR.

STR: 17 (+2) INT: 9 WIS: 7 (-1) DEX: 18 (+3) CON: 16 (+2) CHA: 7 (-1) SUR: 14

INTIMIDATION 1,

SKILLS:

COURAGE:11 CRITICAL:13 DEATH:15 MAGIC:8 MENTAL:6 POIGON:12

HP:22 MOVE: 17 ATTACK BONUS: +2 (+3) MELEE/ +1 (+3) RANGE MONEY: \$1 LANGUAGES: ENGLISH/ SPANISH

AC: 14

ABILITIE<del>s:</del> +1 to melee damage,

ATHLETICS: BASIC 1 (+2),

COMBAT TRAINING 1 (+1),

FIGHTING- WREGTLING,

LANGUAGE- ENGLIGH

+2 TO GRAB ATTACK,

TOUGHNESS +1

AGE:18 SEX: MALE HEIGHT: 6' WEIGHT: 198 HAIR: BLACK EYES: BROWN

BASIC SUPER SOLDIER STARTING AUGMENTATION +2 TO INITIATIVE, +4 TO JUMP ε +4 TO BALANCE CHECKS

- SEIZE THE MOMENT:1
- REGENERATES 1 HP PER 10 MINUTES
- · CAN RUN X3 YOUR MOVE.

STARTING GEAR: PLASTIC ARMOR, BRASS KNUCKLES, MEDIC KIT, TANK SERUM

## NAME: JAW BREAKER (JAQUELINA JOHNGON) ALIGNMENT: LAW CLASS: TRUE VIGILANTE

ORIGIN: AFRICAN AMERICAN. YOUR PARENTS WERE MURDERED BY GANG DRIVE-BY SHOOTING. PARENTS WERE UNDERCOVER COPS. HAS ANGER ISSUES. LOVES THE DARK AND COLLECTS HALLOWEEN MEMORABILIA, YEAR-ROUND.

STR: 15 (+1) COURAGE:14 AC: 13 INT: 13 (+1) CRITICAL:13 HP:8 MOVE: 12 WIG :9 DEATH:8 ATTACK BONUS: DEX: 13 (+1) MAGIC:7 +0 (+1) MELEE/ CON: 12 MENTAL:11 +0 (+1) RANGED CHA: 9 POIGON:9 MONEY: \$10,000 **GUR: 15** LANGUAGES: ENGLIGH, KOREAN GKILLG: ATHLETICS: BASIC 1, COMBAT TRAINING 1 (+1), FIGHTING-MARTIAL ARTS, AGE:18 INTERROGATION 1 (+1), SEX: FEMALE INVEGTIGATION 1, HEIGHT: 5' 9" RANGED WEAPONS, WEIGHT: 159 STREET SMART 1, HAIR: BROWN STREET SURVIVAL 1, EYES: BROWN/ SUBTERFUGE 1 (+1) WITH RED CONTACTS ABILITIES: BACK FLIP, +2 TO AC IF YOU DO NOT ATTACK, -2 TO ANY SKILL CHECK WHILE INTERACTING WITH THE AUTHORITIES, +1 TO ATTACK & DAMAGE VS STREET GANGS, +2 TO TERROR CHECKS, +1 TO DAMAGE, CAN RUN X3 MOVE

STARTING GEAR: PADDED ARMOR, SHORT SWORD, CROWBAR, PISTOL, DAGGER, MEDIC KIT

# MORE CHARACTERS COMING SOON!!

CODE NAME:	CLASS:	~~~	
TRUE IDENTITY:	LEVEL:	XP:	
ALIGNMENT:			
BACKGROUND:			
	DESCRIPTION		
HP:	HEIGHT:	WEIGHT:	
MOVE:	HAIR:	EYES:	
AC:	SEX:	AGE:	
INITIATIVE BONUS:	OTHER:		
ATTACK BONUSES: ME	ELEE: RA	NGE:	
ATTRIBUTES:	SAVING THRO	owg.	
GTR: ()	COURAGE:		
INT: ()		CRITICAL:	
WIG: ()		DEATH:	
DEX: ()	MAGIC:		
CON: ( )	MENTAL:		
CHA: ()	POIGON:		
GUR: ()	r0150N.		
	MONEY:		
	VIGILANTE PO	DINTG-	
SPECIAL ABILITIES:		LANGUAGES:	
SKILLS RANKS	BONUSES	TOTAL	
WEAPONG ARMOR	KITS	OTHER	

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