

Gargoyle

POWER LEVEL

6

powerhouse

secret ID Emmett

gender male

age 16

size Medium

occupation

team name Power Corps

base of ops Bay City

height 8'00"

weight 400lbs

hair none

eyes green

STR	DEX	CON	INT	WIS	CHA
20	14	20	8	6	2
+10	+2	+8	-1	-2	-4
super +5		super +3			

DMG	FORT	REF	WILL	INIT	SPEED
+10	+10	+2	-2	+6	30
				improved init	60/120

BASE DEFENSE			BASE ATTACK		
DEFENSE	FLAT	MENTAL	MELEE	RANGED	MENTAL
14	12	10	+15	+8	+4
			Unarmed + , natural weapon - claws +2		

HERO

0



RANK	POWERS	DC
5	Alternate Form- stone - hardness=5 [mutation]	15
5	flaw: permanent	
5	effect: super strength	
5	effect: protection- 1 immunity/rank	
3	Absorption- physical [mutation]	13
3	flaw: melee only	
3	effect: adds healing	
3	Flight- speed=15' [mutation]	
3	flaw: winged	
2	Natural Weapon- claws- +2dmg	17
2	unarmed attacks can do lethal damage	
2	extra: climbing- adds +2climb	
3	Super Constitution [mutation]	
1	Super Senses- +1 spot, search, listen [mutation]	

FEATS

Aerial Combat (+1 attack or def when in air)
 Attack Focus (+1 attack (unarmed, weapon, etc)) unarmed
 Blind Fight (re-roll a miss if target is concealed)
 Darkvision (Super) (can see in total darkness)
 Durability (Super) (lethal dmg < = to dmg save is stun)
 Greater Fortitude (+2 fort save)
 Heroic Surge (extra 1/2 action once per day/4 pls)
 Imp. Grapple (can grapple one-handed)
 Imp. Initiative (+4 to initiative)
 Imp. Pin (-4 to escape your grapple/pin)
 Instant Stand (standing up is a free action)
 Move-By Attack (move before & after attack)
 Rapid Strike (extra melee attack @ -2)
 Startle (intimidate target, loses dodge bonus)
 Strike [as feat] +1damage
 Surprise Strike (+1 dmg/2 pls if target flat)
 Toughness (+2 to damage saves)
 Immunity (Super) critical hits
 Immunity (Super) cold
 Immunity (Super) exhaustion
 Immunity (Super) poison
 Immunity (Super) suffocation

WEAKNESS

Berserker (will save dc 20 or go berserk)
 Disturbing (-5 bluff / diplomacy)
 Quirk: hotheaded, aggressive, reacts wo/thinking

LIFT AND LOAD

light	2.1 tons	overhead	6.4 tons
med	4.3 tons	off ground	12.8 tons
heavy	6.4 tons	push/drag	64.0 tons

SKILLS

Acrobatics* Listen -1/1
 Balance 2 Medicine* -2
 Bluff -9/-5 Move Silent 2
 Climb 10 Open Lock*
 Computers* -1 Perform -4
 Concentration -2 Pilot*
 Craft -1 Profession: -2
 Read Lips* -1
 Demolitions* -1 Repair* -1
 Diplomacy -9/-5 Ride*
 Disable Dev* -1
 Disguise -4 Science: -1
 Drive*
 Escape Artist 2
 Forgery -1
 Gather Info -4
 Handle Animal* -4
 Hide 2
 Innuendo* -4 Search
 Intimidate 15/5 Sense Motive -2
 Jump 10 Sleight/Hand*
 Knowledge: -1 Spot -1/1
 Survival -2
 Swim 10
 Taunt -4

langs: English

MOVEMENT (base/run/sprint)

Speed	30 / 60 / 120
flight	15 / 30 / 60

HITS	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20	-21
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ROLL	STUN	LETHAL
FAIL	BRUISED	INJURED
FAIL > 5	STUNNED	STUNNED
FAIL > 10	UNCON	DISABLED

- ☐ **STUNNED** [stunned for 1 round, lose dex bonus, +2 to hit]
- ☐ **DISABLED** [1/2 action per round. strenuous actions = dying]
- ☐ **DYING** [fort save dc:10 or die. +1 dc to save per hour]
- ☐ **FATIGUED** [no run or charge, -2 str, -2 dex]
- ☐ **EXHAUSTED** [1/2 speed, -6 str, -6 dex]
- ☐ **UNCONSCIOUS** [knocked out, add'l attacks are lethal]

POWER POINTS		90
abilities	10	skills 5
combat	22	powers 49
feats	34	weakness -30
SPENT	UNSPENT	NEXT PL
90	0	105



CAMPAIGN	
team name	Power Corps
GM	Dean
city/world	Bay City
Other Members	
Spirit	
Prism	
Zephyr	
Gayblade	
?	
?	

SIDEKICK/MINIONS	
Loyalty	

BASE DESCRIPTION/ATTRIBUTES

PERSONALITY			
1=none, 2=some, 3=medium, 4=high, 5=extreme			
optimism	3	curiosity	3
ego	3	temper	5
greed	2	courtesy	3
charm	1	honesty	4
cruelty	2	sanity	3
piety	3	loyalty	5
humor	3	passion	4

Physical Appearance

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Personality

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What does your room/house/apt look like?

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What motivates you? What are your ambitions?

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How did you obtain your costume?

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NPCs
Contacts & Allies
Friends & Family
Enemies & Rivals
Locations / Items / Misc

VEHICLE / EQUIPMENT DETAILS	

ADDITIONAL NOTES

ORIGIN		