

Spirit

POWER LEVEL

7

elemental / original

secret ID Erik

gender male

age 20

size Medium

occupation mechanic

team name Power Corps

base of ops Bay City

height 6'04"

weight 180 lb

hair blond, beard

eyes green

STR	DEX	CON	INT	WIS	CHA
10	20	10	14	16	10
+0	+5	+0	+2	+3	+0

DMG	FORT	REF	WILL	INIT	SPEED
+0	+0	+7	+5	+9	30
				improved init	60/120

BASE DEFENSE			BASE ATTACK		
DEFENSE	FLAT	MENTAL	MELEE	RANGED	MENTAL
23	17	20	+6	+6	+4
drain constitution +2 , energy blast - cold +3 , energy control - dazzle +2					

HERO

4



RANK	POWERS	DC
2	Absorption- energy [mutant]	12
	conversion of light to cold	
2	flaw: light only	
2	effect: energy blast- cold	17
2	Alternate Form- shadow -move 10' [mutant]	12
2	flaw: touch shadow before assume form	
2	flaw: 8 uses per day	2
2	Animation- 30'move, str +2, dmg +2	12
2	flaw: shadows only	
3	Blending - +3 hide [mutant]	
2	Drain- reduces con by 2 [mutant]	12
2	flaw: constitution only	
4	Energy Control darkness 40' obscure [mutant]	14
4	extra: light 40' dazzle	14
2	Protection- reduce damage by 2 [mutant]	
2	flaw: cold only	
3	Sensory Protection- reduce dazzle by 3 [mutant]	13
2	Super Senses- +2 search, spot, listen [mutant]	

FEATS

Assessment (1/2 action, assess 3 abilities of target)
 Attack Finesse (use dex mod. for melee attacks)
 Blind Sight (Super) (can use another sense as sight)
 Darkvision (Super) (can see in total darkness)
 Dodge (+1 def, or +2 def to one opponent)
 Evasion (use ref save instead of dmg save)
 Heroic Surge (extra 1/2 action once per day/4 pls)
 Identity Change (Super) (can switch to hero form)
 Immunity (Super) (immunity to specific conditions) cold
 Imp. Initiative (+4 to initiative)
 Indomitable Will (can re-roll failed will after 1 round)
 Iron Will (+2 will saves)
 Lightning Reflexes (+2 ref saves)
 Mental Link (Super) (can communicate with another) Prism
 Power Immunity (Super) (immune to effects of your power)
 See Invisible (Super) (can see invisible targets)
 Sidekick (npc follower) Gargoyle
 Talented (+2 to two related skills) disable device, repair
 Talented (+2 to two related skills) open lock, sleight of hand
 True Sight (Super) (unaffected by illusions)

WEAKNESS

unlucky
 quirk - defensive, especially concerning Gargoyle

LIFT AND LOAD

light	33 lbs	overhead	100 lbs
med	66 lbs	off ground	200 lbs
heavy	100 lbs	push/drag	1000 lbs

SKILLS

Acrobatics*		Listen	5/2
Balance	5	Medicine*	
Bluff		Move Silent	5
Climb		Open Lock*	8/3
Computers*	3/1	Perform	
Concentration	3	Pilot*	6/1
Craft	2	Profession:	3
mechanic	5/3		
		Read Lips*	
Demolitions*		Repair*	5/3
Diplomacy		Ride*	
Disable Dev*	5/3		
Disguise		Science:	2
Drive*	6/1		
Escape Artist	5		
Forgery	2		
Gather Info			
Handle Animal*			
Hide	8/3		
Innuendo*		Search	4/2
Intimidate		Sense Motive	3
Jump		Sleight/Hand*	8/3
Knowledge:	2	Spot	5/2
		Survival	3
		Swim	
		Taunt	

langs: English

MOVEMENT (base/run/sprint)

Speed 30 / 60 / 120

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		105	
abilities	20	skills	10
combat	17	powers	38
feats	40	weakness	-20
SPENT		UNSPENT	
105		0	
		NEXT PL	
		120	

Spirit

CAMPAIGN

team name

Power Corps

GM Dean

city/world Bay City

Other Members

Prism

Zephyr

Gargoyle

Gayblade

?

?

SIDEKICK/MINIONS

Loyalty **Gargoyle**

BASE DESCRIPTION/ATTRIBUTES

PERSONALITY

1=none, 2=some, 3=medium, 4=high. 5=extreme

optimism	3
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curiosity 4

ego	3
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temper	2
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greed	2
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courtesy	3
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charm	1
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honesty	3
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cruelty	2
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sanity	3
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piety	3
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loyalty	5
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humor 2

passion	3
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Physical Appearance

Personality

How do you relax? Where do you go?

Do you have any compulsive mannerisms?

What emotions do you not reveal in public?

NPCs

Contacts & Allies

Friends & Family

Enemies & Rivals

Locations / Items / Misc

VEHICLE / EQUIPMENT DETAILS

ADDITIONAL NOTES

ORIGIN