

MEGA-MAN

TELEKINETIC PARAGON OF VIRTUE

REAL NAME PHILIP PHEMMING
 GENDER MALE
 AGE 32
 SIZE MEDIUM

HEIGHT 6'-0"
 WEIGHT 160 LBS
 HAIR BROWN
 EYES BROWN

"THERE'S NO NEED TO FEAR -
 MEGA-MAN IS HERE!"



PL 8

PP 120

DEF 14 (FLAT: 10)
 DODGE FOCUS +4

| | | |
|------------|----|-----------|
| STR | 12 | +1 |
| DEX | 10 | +0 |
| CON | 14 | +2 |
| INT | 10 | +0 |
| WIS | 10 | +0 |
| CHA | 14 | +2 |

| | |
|-------------------------|------------|
| FORT | +2 |
| REF | +0 |
| WILL | +8 |
| TOUGH | +12 |
| FORCE FIELD: 10 | |
| KNOCKBACK: 11 / FLAT: 3 | |

ATT M/R +2 / +2
 UNARMED +1 (BRUISE)
 TELEKINETIC BLAST 12 (BRUISE)

INIT +4

HERO 2

| ROLL | NORMAL | LETHAL |
|----------|-------------------|----------|
| FAIL 4- | BRUISED | +INJURED |
| FAIL 5+ | STUNNED + BRUISED | +INJURED |
| FAIL 10+ | STAGR'D + STUNNED | +DISABLD |
| FAIL 15+ | UNCONSCIOUS | +DYING |

| HITS & CONDITIONS | | | | | | | | | | | | | |
|-------------------|-----------|-----------|----|----------|----|----|-------|----|----|-------------|-----|-----|-----|
| | STAGGERED | | | DISABLED | | | DYING | | | UNCONSCIOUS | | | |
| | FATIGUED | EXHAUSTED | | | | | | | | | | | |
| BRUISES | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 | -11 | -12 | -13 |
| INJURIES | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 | -11 | -12 | -13 |

POWERS & EQUIPMENT

PSYCHOKINESIS [CONTAINER]

- 5 TELEKINETIC FLIGHT
- 10 TELEKINETIC FORCE FIELD [IMPERVIOUS; AFFECTS OTHERS; PROGRESSION4]
- 12 TELEKINESIS [STR = 5 X RANKS]
 - PF: PRECISE
 - PF: SUBTLE
- 12 AP: TELEKINETIC BLAST

DRAWBACKS

POWERLOSS -LOSES CONCENTRATION [FREQ DC 5] [SEV DC 15]

FEATS

- ATTACK SPECIALIZATION (1)** +2 BONUS WITH TELEKINETIC BLAST
- DODGE FOCUS (4)** +4 DODGE BONUS
- FAST OVERRUN** MAKE MULTIPLE OVERRUN ATTEMPTS IN A ROUND
- POWER ATTACK** REDUCE ATTACK BONUS TO INCREASE DAMAGE BONUS
- PRECISE SHOT (1)** NO PENALTY FOR SHOOTING OR THROWING INTO MELEE
- SET-UP** TRANSFER THE BENEFIT OF A COMBAT BONUS TO AN ALLY
- INSPIRE (2)** GRANT ALLIES +2 TO ATTACKS, SAVES, & CHECKS
- LEADERSHIP** SPEND HERO POINT TO REMOVE ADVERSE CONDITIONS FROM ALLY
- LUCK (1)** +1 HERO POINT
- DIEHARD** AUTOMATICALLY STABILIZE WHEN DYING
- SEIZE INITIATIVE** SPEND A HERO POINT TO GO FIRST IN COMBAT
- IMPROVED INITIATIVE (1)** +4 BONUS ON INITIATIVE CHECKS
- TEAMWORK (2)** ADDITIONAL +2 BONUS FOR AID ACTIONS
- WELL-INFORMED** GATHER INFORMATION CHECK WHEN MEETING SOMEONE
- ATTRACTIVE (1)** +4 BONUS BLUFF & DIPLOMACY PEOPLE AFFECTED BY YOUR LOOKS
- IMPROVED BLOCK (2)** +4 BONUS ON ATTACK ROLLS TO BLOCK

MOVEMENT

BASE 30 / 60 / 120 LEAP 11 / 5 / 2
 FLIGHT: 250M/H, 2500F/R

LIFTING

LIGHT: 43 LBS, MED: 86 LBS, HEAVY: 130 LBS
 MAX: 260 LBS, PUSH: 650 LBS

SKILLS

- ACROBATICS*
- BLUFF 4 (+6)
- CLIMB (+1)
- COMPUTERS* 4 (+4)
- CONCENTRATION
- CRAFT*
- DIPLOMACY 8 (+10)
- DISABLE DEVICE*
- DISGUISE (+2)
- DRIVE* 4 (+4)
- ESCAPE ARTIST
- GATHER INFO (+2)
- HANDLE ANIMAL (+2)
- INTIMIDATE (+2)
- INVESTIGATE* 4 (+4)
- KNOWLEDGE*
- CIVICS* 8 (+8)
- CURRENT EVENT* 4 (+4)
- MEDICINE*
- NOTICE 2 (+2)
- PERFORM*
- ORATORY* 2 (+4)
- PILOT*
- PROF. POLICE OFFICER* 4 (+4)
- RIDE*
- SEARCH 2 (+2)
- SENSE MOTIVE 2 (+2)
- SLEIGHT OF HAND*
- STEALTH
- SURVIVAL
- SWIM (+1)
- LANGUAGES 1
- ENGLISH.

ABILITIES 10 + SKILLS 10 (40 RANKS) + FEATS 22 + POWERS 71 + COMBAT 4 + SAVES 8 - DRAWBACKS -5 = 120 / 120

MEGA-MAN PL:8 PP:120

| CONDITIONS |
|---|
| <i>BLINDED</i> 50% MISS IN COMBAT, NO DODGE, -2 TO DEF, -4 STR & DEX |
| <i>DAZED</i> CAN TAKE NO ACTIONS, KEEPS DODGE BONUS |
| <i>DEAFENED</i> CANNOT HEAR, -4 INIT |
| <i>DISABLED</i> SINGLE ACTION PER ROUND. STRENUOUS ACTIONS = DYING |
| <i>DYING</i> FORT SAVE DC:10 OR DIE. +1 DC TO SAVE PER HOUR |
| <i>ENTANGLED</i> -2 ATT & DEF, -4 DEX, MOVE 1/2 SPEED UNLESS ANCHORED |
| <i>EXHAUSTED</i> 1/2 SPEED, -6 STR & DEX, -3 ATT & DEF |
| <i>FATIGUED</i> NO RUN OR CHARGE, -2 STR & DEX, -1 ATT & DEF |
| <i>GRAPPLED</i> CAN ONLY MAKE SIMPLE ATTACK OR BREAK FREE OF GRAPPLE |
| <i>HELPLESS</i> +4 TO BE HIT (MELEE), 5 DEFENSE |
| <i>INJURED</i> EACH INJURY INCURS AN ADDITIONAL -1 TOUGHNESS SAVE |
| <i>INVISIBLE</i> +2 TO HIT DEFENDERS 50% CHANCE MISS TO BE HIT |
| <i>NAUSEATED</i> MOVE ACTIONS ONLY, FORT SAVE DC 10+ POWER RANK |
| <i>PARALYZED</i> 0 STR & DEX, 5 DEF, CAN TAKE MENTAL ACTIONS |
| <i>PINNED</i> HELD IMMOBILE IN GRAPPLE, NO DODGE, -4 DEF |
| <i>PRONE</i> -4 MELEE ATTACKS, +4 TO BE HIT (MELEE), -4 (RANGED) |
| <i>SHAKEN</i> -2 TO ALL SAVES AND CHECKS |
| <i>SICKENED</i> -2 TO ALL ATTACK ROLLS AND CHECKS |
| <i>SLOWED</i> -1 ATTACKS, DEFENSE, REFLEX. MOVE AT HALF SPEED |
| <i>STAGGERED</i> 1 MOVE OR STANDARD ACTION PER ROUND |
| <i>STUNNED</i> STUNNED FOR 1 ROUND, LOSE DODGE BONUS, +2 TO BE HIT |
| <i>UNCONSCIOUS</i> KNOCKED OUT & HELPLESS |

| EXTRA EFFORT |
|--|
| <i>CHECK BONUS</i> +2 STR BONUS ON A SINGLE CHECK |
| <i>INCREASE CARRY CAPACITY</i> +5 STR CARRY CAPACITY FOR ONE ROUND |
| <i>INCREASE MOVE</i> DOUBLE MOVEMENT SPEED FOR ONE ROUND |
| <i>INCREASE POWER</i> +2 RANKS TO A POWER |
| <i>GAIN POWER FEAT</i> ADD POWER FEAT UNTIL END OF ENCOUNTER |
| <i>WILLPOWER</i> ADD'L WILL SAVE WITH LASTING EFFECT |
| <i>SURGE</i> GAIN ADDITIONAL STD OR MOVE ATTACK |

| HERO POINTS |
|--|
| <i>IMPROVE ROLL</i> REROLL AN ACTION. MIN 10+LOWEST ROLL |
| <i>IMPROVE YOUR DEFENSE</i> +5 DEF FOR 1 ROUND |
| <i>HEROIC FEAT</i> ADD FEAT (NO FORTUNE FEATS), 1 RANK PER HERO PT |
| <i>DODGE</i> DOUBLE DODGE BONUS PER ROUND |
| <i>INSTANT COUNTER</i> COUNTER A POWER USED AGAINST YOU |
| <i>CANCEL FATIGUE</i> REDUCE FATIGUE BY 1 LEVEL |
| <i>RECOVER</i> SHAKE OFF STUNNED OR FATIGUE |
| <i>ESCAPE DEATH</i> STABILIZES DYING CONDITION |
| <i>INSPIRATION</i> HINT, CLUE, OR OTHER HELP FROM GM |

| GAME INFO |
|--------------|
| PLAYER |
| CAMPAIGN |
| GM |
| PLAYER EMAIL |

| RANK | TIME | VALUE | EXTENDED RANGE |
|------|--------------|-----------|--------------------------|
| 1 | 3 SECONDS | 1 | 10 FT |
| 2 | 6 SECONDS | 2 | 100 FT |
| 3 | 1 MINUTE | 5 | 1,000 FT |
| 4 | 5 MINUTES | 10 | 1 MILE |
| 5 | 20 MINUTES | 25 | 5 MILES |
| 6 | 1 HOUR | 50 | 20 MILES |
| 7 | 5 HOURS | 100 | 200 MILES |
| 8 | 1 DAY | 250 | 2,000 MILES |
| 9 | 1 WEEK | 500 | 20,000 MILES |
| 10 | 1 MONTH | 1,000 | 200,000 MILES |
| 11 | 3 MONTHS | 2,500 | 2 MILLION MILES |
| 12 | 1 YEAR | 5,000 | 20 MILLION MILES |
| 13 | 5 YEARS | 10,000 | 200 MILLION MILES |
| 14 | 10 YEARS | 25,000 | 2 BILLION MILES |
| 15 | 50 YEARS | 50,000 | ANYWHERE IN SOLAR SYSTEM |
| 16 | 100 YEARS | 100,000 | NEARBY STAR SYSTEMS |
| 17 | 500 YEARS | 250,000 | DISTANT STAR SYSTEMS |
| 18 | 1,000 YEARS | 500,000 | ANYWHERE IN GALAXY |
| 19 | 5,000 YEARS | 1,000,000 | NEARBY GALAXIES |
| 20 | 10,000 YEARS | 2,500,000 | ANYWHERE IN UNIVERSE |

| TEAM NAME |
|---------------|
| CITY |
| BASE |
| OTHER MEMBERS |
| |
| |
| TEAM NOTES |
| |
| |

| NPCS |
|------|
| |
| |
| |
| |

| BATTLE TACTICS |
|----------------|
| |
| |
| |

| BACKGROUND |
|----------------------------------|
| <i>REAL NAME</i> PHILIP PHEMMING |
| <i>ORIGIN</i> MUTANT |
| <i>ALLEGIANCE</i> ORGANIZATION |
| <i>OCCUPATION</i> |
| <i>1ST APPEARANCE</i> |
| <i>NATIONALITY</i> |
| <i>ETHNICITY</i> |
| <i>GENDER</i> MALE |
| <i>AGE</i> 32 |
| <i>HEIGHT</i> 6'-0" |
| <i>WEIGHT</i> 160 LBS |
| <i>HAIR</i> BROWN |
| <i>EYES</i> BROWN |
| <i>MOTIVATION</i> GOODNESS |

| PERSONALITY |
|-------------|
| |
| |

| PHYSICAL APPEARANCE |
|---------------------|
| |
| |

| DETAILS |
|---------|
| |
| |
| |