

THE ACROBATIC FLEA

VERIDIAN VIGILANTE OF JUSTICE

REAL NAME TIM KNIGHT
 GENDER MALE
 AGE 32
 SIZE MEDIUM

HEIGHT 5'-8"
 WEIGHT 147
 HAIR BROWN
 EYES GREEN

'LET THE EXPERT HANDLE THIS!'



PL 10

PP 150

DEF 18 (FLAT: 12)
 DODGE FOCUS +4

STR	20	+5	(16/+3)
DEX	20	+5	(16/+3)
CON	18	+4	(14/+2)
INT	18	+4	
WIS	12	+1	
CHA	14	+2	

FORT	+4
REF	+9
WILL	+1
TOUGH	+4
KNOCKBACK: 2 / FLAT: 1	

ATT M/R **+4 / +4**
 UNARMED 5 (BRUISE)
 BIO-ELECTRIC BLAST 6 (LETHAL)

INIT **+9**

HERO **1**
 RESPONSIBILITY: FLEA GIRL

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

HITS & CONDITIONS													
<input type="checkbox"/> STAGGERED	<input type="checkbox"/> DISABLED	<input type="checkbox"/> DYING											
<input type="checkbox"/> FATIGUED	<input type="checkbox"/> EXHAUSTED	<input type="checkbox"/> UNCONSCIOUS											
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	
6	LEAPING (X100)
6	BIO-ELECTRICAL BLAST
6	ALTERNATE DAMAGE: STUN ATTACK
4	ENHANCED DEXTERITY
4	ENHANCED STRENGTH
4	ENHANCED CONSTITUTION
1	WALL CRAWLING (SUPER MOVEMENT)
8	REGENERATION
2	- RECOVERY BONUS (+2 ON RECOVERY CHECKS)
2	- RECOVERY RATE: BRUISED/LINCONSCIOUS (STD. ACTION)
2	- RECOVER RATE: INJURED/STAGGERED (5 MINUTES)
2	- RECOVERY RATE: DISABLED (1 HOUR)

FEATS	
SAVATE (INCLUDES THE FOLLOWING COMBAT-RELATED FEATS)	
ALL-OUT ATTACK REDUCE DEFENSE BONUS TO INCREASE ATTACK BONUS	
IMPROVED BLOCK (2) +4 BONUS ON ATTACK ROLLS TO BLOCK	
IMPROVED CRITICAL (1) CRITICAL HIT ON 19 OR 20 ON POWER ATTACK ("THUNDER KICK")	
POWER ATTACK REDUCE ATTACK BONUS TO INCREASE DAMAGE BONUS	
STUNNING ATTACK YOUR UNARMED ATTACK CAN STUN AN OPPONENT	
TAKEDOWN ATTACK (2) GAIN ADDTL MELEE ATTACK @ 5 FT STEP WHEN YOU DROP AN OPPONENT	
ACROBATIC BLUFF FEINT AND TRICK USING ACROBATICS RATHER THAN BLUFF	
DODGE FOCUS (4) +4 DODGE BONUS	
PRONE FIGHTING NO PENALTY FOR FIGHTING WHILE PRONE	
SIDEKICK (12) FLEA GIRL (PL6 - 60PNT)	
INVENTOR CAN CREATE TEMPORARY DEVICES	
EQUIPMENT (1) FLEA-COWL (5PNT PIECE OF EQUIPMENT)	
----->	- GAS MASK
----->	- COMM LINK
----->	- NIGHT VISION GOGGLES
----->	- POLICE BAND RADIO
----->	- VOICE MODULATOR
EQUIPMENT (1) FLEA-BELT (5PNT PIECE OF EQUIPMENT)	
----->	- FLEA POWDER PELLETS (BLUE): SMOKE BOMB OBSCURING VISUAL SENSES
----->	- FLEA POWDER PELLETS (RED): TEAR GAS + DAZZLE+NAUSEATE DCN FORT CHECK
----->	- HANDCLIFFS
----->	- MULTI-TOOL
----->	- MINI-TRACER
EQUIPMENT (2) FLEA MOBILE (10PNT VEHICLE)	
----->	- SPORTS CAR: STR25; SPD 5; DEF 9; TGH 8; LARGE
----->	- AUTO-DEFENSE MECHANISM (SLEEP GAS + RADIO ALARM)

MOVEMENT
 BASE 30 / 60 / 120 LEAP 1500 / 750 / 375

LIFTING
 LIGHT: 133 LBS, MED: 266 LBS, HEAVY: 400 LBS
 MAX: 800 LBS, PUSH: 2000 LBS

SKILLS	
ACROBATICS*	10 (+15)
BLUFF	4 (+6)
CLIMB	5 (+10)
COMPUTERS*	4 (+8)
CONCENTRATION	5 (+6)
CRAFT*	
ELECTRONIC*	1 (+5)
CHEMICAL*	3 (+7)
DIPLOMACY	(+2)
DISABLE DEVICE*	2 (+6)
DISGUISE	(+2)
DRIVE*	2 (+7)
ESCAPE ARTIST	(+5)
GATHER INFO	2 (+4)
HANDLE ANIMAL	4 (+6)
INTIMIDATE	(+2)
INVESTIGATE*	2 (+6)
KNOWLEDGE*	
LIFE SCIENCES*	10 (+14)
PHYSICAL SCIENCES*	5 (+9)
TECHNOLOGY*	5 (+9)
MEDICINE*	5 (+6)
NOTICE	5 (+6)
PERFORM*	
PILOT*	
SCIENTIST*	5 (+6)
RIDE*	2 (+7)
SEARCH	2 (+6)
SENSE MOTIVE	2 (+3)
SLEIGHT OF HAND*	4 (+9)
STEALTH	10 (+15)
SURVIVAL	2 (+3)
SWIM	5 (+10)
LANGUAGES	3
ENGLISH, SPANISH, FRENCH.	

DRAWBACKS

ABILITIES 30 + SKILLS 27 (108 RANKS) + FEATS 32 + POWERS 41 + COMBAT 16 + SAVES 4 - DRAWBACKS 0 = 150 / 150

THE ACROBATIC FLEA PL:10

PP:150

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

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

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

GAME INFO	
PLAYER	TIM KNIGHT
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

THE GAUNTLET	
CITY	KNIGHT CITY
BASE	ABOVE SILVER (NIGHTCLUB)
OTHER MEMBERS	SILVERFIST HURRICANE (& BRUTUS) NICK LAW FLEA GIRL
TEAM NOTES	
SILVERFIST - WHITE-CLAD WIELDER OF A MAGICAL ITEM THAT TRANSFORMS INTO ANY CLOSE COMBAT WEAPON HE WANTS. POSSIBLY A CELTIC GOD IN HUMAN FORM (NUADA). DEFINITELY A FORMER NIGHT-CLUB OWNER; NOW LEADER OF THE GAUNTLET.	
HURRICANE - SILVERFIST'S SCIENTIST BROTHER, HAS DEVELOPED A SUIT THAT CAN CHANNEL FUNNELS OF HIGH-SPEED AIR FOR USE AS EITHER TRANSPORT OR PROJECTILE WEAPONS. ALWAYS ACCOMPANIED BY HIS JET-PROPELLED 10FT TALL ROBOT BRUTUS.	
NICK LAW - ADVENTURER, BILLIONAIRE, INVENTOR, PHILANTHROPIST, INDUSTRIALIST, PROPERTY TYCOON, MOVIE PRODUCER ETC HE SPONSORS THE GAUNTLET.	

NPCS	
FLEA GIRL [SIDEKICK]	RACHEL JAMES, STUDENT/RESEARCH ASST.

BATTLE TACTICS	
BEING A MASTER OF THE MARTIAL ARTS FORM KNOWN AS SAVATE, OR FRENCH KICK BOXING, THE ACROBATIC FLEA HAS BEEN KNOWN TO "LEAD WITH HIS FEET" IN COMBAT SITUATIONS. COMBINED WITH HIS HIGHLY HONED SKILLS AND AMAZING LEG MUSCLES, AF IS A DEVASTATING OPPONENT IN UNARMED COMBAT.	

TIM KNIGHT HAS ALWAYS BEEN A FANTASIST, GROWING UP IN KNIGHT CITY IN THE SOUTH-EAST OF ENGLAND HE WOULD FREQUENTLY VOLUNTEER TO HIS PEERS THAT THEIR CITY HAD BEEN FOUNDED BY HIS ANCESTORS - THIS IS SIMPLY NOT TRUE; IT'S JUST ONE OF THOSE QUIRKS OF FATE.
HE WENT THROUGH THE EARLY YEARS OF GRAMMAR SCHOOL WEAVING TALES OF A CHILDHOOD CAREER AS A VOICEOVER ACTOR AND WHEN HE AND HIS FRIENDS GOT TO A "CLUBBING" AGE, HE WOULD BE THE FIRST TO APPROACH A GROUP OF GIRLS AND EXPLAIN THAT HE WAS A MEMBER OF THE NATIONAL TABLE TENNIS TEAM IN TOWN WARMING UP FOR THE OLYMPICS.
WHILE THIS FANTASTICAL IMAGINATION MASKED DEEP-SEATED INSECURITIES AND GENUINE LOW-SELF ESTEEM, THEY ALSO UNLEASHED HIS PHENOMENAL WRITING TALENT AND BY THE TIME HE WAS 18 HE HAD WRITTEN SEVERAL 'MASTERPIECES' ... WHICH REMAIN IN FOLDERS, HIDDEN AWAY IN HIS HOME, UNSEEN BY ANY. ASK HIM ABOUT THEM AND HE'LL TELL YOU THAT 'BLOOMSBURY CALLED HIM THE NEXT JK ROWLING AND ARE JUST WAITING FOR THE RIGHT TIME TO CAPTURE THE MARKET'.
HARMLESS ENOUGH FICTIONS; AND THEY NEVER DISTRACTED HIM FROM HIS STUDIES.

BACKGROUND	
REAL NAME	TIM KNIGHT
ORIGIN	
ALLEGIANCE	
OCCUPATION	BIOLOGIST
1ST APPEARANCE	THE AMAZING ADVENTURES OF THE ACROBATIC FLEA # 1
NATIONALITY	BRITISH
ETHNICITY	CAUCASIAN
GENDER	MALE
AGE	32
HEIGHT	5'-8"
WEIGHT	147
HAIR	BROWN
EYES	GREEN
MOTIVATION	



PERSONALITY	
THE FLEA IS GOOD-NATURED AND AMIABLE, YET ALSO COCKY AND PRONE TO WILD PLANS. HE HAS ABSOLUTE (UNFOUNDED) CONFIDENCE IN HIS POWERS TO SOLVE ANY PROBLEM, BUT HIS ONE AREA OF WEAKNESS IS FLEA GIRL ... ALTHOUGH HE LIKES THE EGO BOOST OF HAVING HER ALONG, HE'S CONSTANTLY WORRYING ABOUT HER GETTING IN OVER HER HEAD.	

PHYSICAL APPEARANCE	
DRESSED IN HIS NORMAL ATTIRE, TIM KNIGHT IS AN UNASSUMING LOOKING MAN OF AVERAGE HEIGHT AND WEIGHT IN HIS MID-30'S. DRESS HIM UP AS THE ACROBATIC FLEA, HOWEVER, AND...WELL...LET'S JUST SAY HE REALLY KNOWS HOW TO FILL OUT HIS SPANDEX.	

DO YOU HAVE ANY COMPLISIVE MANNERISMS?	
HE'S A GREAT ONE FOR KEEPING SECRETS - HIS MOST PRECIOUS BEING HIS 'ORIGIN'. THE FACT THAT HE WAS A MUTANT WASN'T "GLAMOUROUS ENOUGH" FOR HIM, SO PRETTY MUCH EVERY WEEK HE SPINS A NEW AND MORE INCREDIBLE TALE TO ANYONE WHO ASKS HOW HE GOT HIS POWERS - ANYTHING FROM THE BITE OF A RADIOACTIVE FLEA TO BEING KIDNAPPED BY ALIENS WHO GAVE HIM HIS POWERS TO TAKE PART IN AN INTERGALACTIC BOAT RACE!	

WHAT'S YOUR MOST VALUABLE ASSET?	
I WOULD HAVE TO SAY THE FLEA MOBILE...***DUCKS BLOW FROM FLEA-GIRL***...JUST KIDDING, JUST KIDDING. I'D BE DEAD A DOZEN TIMES OVER IF IT WASN'T FOR MY TRUSTY SIDE...ERRRR...PARTNER FLEA-GIRL AT MY SIDE WATCHING MY BACK.	

HE BREEZED THROUGH UNIVERSITY AND SOON GOT A JOB AS AN ENTOMOLOGICAL SCIENTIST FOR THE PRESTIGIOUS MASTERS' CORPORATION.
HOWEVER, THE REAL SECRET HE WAS KEEPING FROM THE WORLD WAS A SERIES OF STRANGE CHANGES TO HIS BODY THAT HAD BEGUN AROUND THE TIME OF PUBERTY. THERE WAS NOTHING NORMAL ABOUT THIS. HIS BODY APPEARED TO BE DEVELOPING INTO SOME KIND OF MASSIVE ENERGY GENERATOR AND THROUGH YEARS OF CONCENTRATION - AND FOCUS THROUGH THE MARTIAL ART OF SAVATE - HE LEARNED TO CHANNEL THIS ENERGY OUT THROUGH VARIOUS PARTS OF HIS BODY, SO THAT HE SHOOT "ENERGY BLASTS" FROM HIS HANDS OR GENERATE A SMALL FIELD THAT ALLOWED HIM TO CLIMB WALLS; HIS LEGS BECAME COILED SPRINGS OF MUSCLE THAT ALLOWED TO LEAP HUNDREDS OF FEET; HIS NATURAL HEALING RATE ACCELERATED, ETC.
HE DESIGNED A COSTUME, CAME UP WITH A NAME (THE ACROBATIC FLEA) AND SKETCHED OUT SOME IDEAS FOR KIT (HIS "FLEA ARSENAL"), AND BEGAN HIS ONE-MAN WAR ON CRIME.
EVENTUALLY HE WAS INVITED TO JOIN THE CITY'S PREMIER TEAM OF COSTUMED CRIME FIGHTERS (THE GAUNTLET*) AND PROCEEDED TO HAVE MANY ADVENTURES WITH THEM.