



VELOCITY

TAGLINE: YOU NEVER SEE ME COMING...
DESIGNATION: SUPER-HUMAN TRANSPORTER
POWER LEVEL: DELTA (B-LISTER)

ATTRIBUTES

MIGHT:	3	D6 (+2)	PACE:	8 AREAS (12 AREAS)
PROWESS:	6	D8 (+3)	INITIATIVE:	5D10
QUICKNESS:	12	D12 (+5)	AVOIDANCE:	18
VIGOR:	4	D8 (+2)	FORTITUDE:	17
CHARISMA:	3	D6 (+2)	DISCIPLINE:	16
INSIGHT:	6	D8 (+3)	STAMINA (WOUNDS):	51 (4)
LOGIC:	3	D6 (+2)	AR:	BALLISTIC/MELEE 5
RESOLVE:	4	D8 (+2)		ENERGY: 3

PLOT DIE 2 D6

ATTACKS

Authentic Katana

Attack: +4 (Pr)
Damage: d10 (Qu)

Medium Semi-Auto |
Rounds: 15 round Mag (3)

Attack: +3 (Pr)
Damage: d8 (Qu)
Impact: 2
Range: 10 Areas

POWERS:

BURNOUT THRESHOLD: 17

SUPER-HUMAN SPEED:

Velocity is among one of the fastest living beings on the planet! All of these powers share the following Power Modifications: Linked.

CELERITY

Rank: 4, **Burnout:** 5

You may reduce the speed of any action by one category. You may use this power a number of times per scene equal to your power's passive bonus. (two times per scene)

SPEED

Rank: 5

This power simply increases your hero's ground pace by this power's passive power bonus.

SURGE (RUN)

Rank: 4, **Burnout:** 5

When performing a standard or running move action you may increase your pace by your ranks in this power.

ENHANCED PHYSIOLOGY:

Velocity body has defevoped specific phisical enhancments, probably in direct responce to his speed powers. All the following powers share the Power Modification: Linked.

ARMOR

Rank: 4

Grants your hero AR: 5 vs physical attacks and 3 against energy attacks

ENHANCED ATTRIBUTE (QUICKNESS)

Rank: 5

Already applied to the hero's stats

SKILLS (BONUS/PASSIVE):

Academics {Law & Criminology} 2/1

Athletics: 3/18

Acrobatics {Parkour}: 3/20

Drive: 2/19

Empathy: 2/17

Local Knowledge: 4/15,

Melee {Swords}: 3/18

Firearms: 3/18

Perception: 3/18

Stealth: 3/21

Technology

[Basic] 2/15

[Security Systems] 2/15

Urban Survival: 2/17

{x} denotes skill focus, gain +1 bonus when using the listed skill with the listed bonus, [x] denotes specific fields of study, these are treated as individual skills

ADVANTAGES

ACROBATIC [SKILL]

Benefits:

Kick Up – You may instantly stand from a prone position as a Trivial skill action.

Up the Wall – You may move vertically up a wall a number of feet equal to 5 plus one half the result of an Acrobatics Action Skill Roll. To perform this trick you must have a running start of 10 feet.

Free Running – During any movement action you may leap over objects 5' high or less without suffering any Pace penalty for doing so.

SWIFT BLADES [COMBAT]

Benefit: You may use your Quickness die instead of you might die when dealing damage with swords or knives, as long as you possess skill focus with that weapon. (Already included in attacks)

GEAR:

Weapons:

Authentic Katana, Medium Semi-Auto with 3 magazines.

Scout Pack

17oz Water Filtration System Bottle, Climbers Kit, Climbing boots, Well kempt Shake Flashlight, Tactical Hoody jacket, Tactical Night Vision Goggles, Rope (Nylon) 30' with grapple, Incomplete set of playing cards

PERSONALITY FLAWS

IMPATIENT

You have no capacity for repetitive tasks or waiting around and have a short attention span.

You can't stand sitting around and making plans; the zombies are everywhere and they're closing in all the time! You want to act and act now! Unfortunately, your impatience often leads you into danger with no preparation.

LONE WOLF

Look, we voted and I'm the leader, remember? I want us to survive just as much as you do. Why do you keep secondguessing me and undermining my authority?

While you understand the concept of safety in numbers, you just don't work well with a group. Someone is always holding you back or supporting a clearly inferior course of action. You'd just rather be on your own, taking support only when you need it.

VILLAINOUS PAST

Yes, you keep saying that the Z-Day changed everything, but you know what? I really don't care. Before the Z-Day you were an arrogant, megalomaniacal, narcissistic SOB with blood on your gloves. I still don't trust you.

You were a rather public and sinister super villain before the Z-Bomb and you can't shake your reputation. You are treated poorly, constantly watched, and always the first suspect whenever something bad happens that doesn't involve zombies.