

TAGLINE: "You never see me coming" **PERSONALITY FLAWS:** Impatient, Lone Wolf, Villainous

PLOT POINTS:

	SCORE	BONUS	SAVE		SCORE	BONUS	SAVE	UNDER POWERED FORM
STRENGTH	12	+1	+3	INTELLIGENCE	11	+0	+2	
DEXTERITY	24	+7	+9	WISDOM	15	+2	+4	
CONSTITUTION	15	+2	+4	CHARISMA	13	+1	+3	

RANK BONUS	+2
GRIT	+2
INITIATIVE	7

PACE	
RUN:	12
Surge	20

SKILL SETS (EDGES) **RANK BONUS** +2 **EDGE BONUS** +4

Professional Thief
Parkour Runner

AVOIDANCE	20	DAMAGE RESISTANCE		STAMINA	48	CURRENT
FORTITUDE	14	Physical 2		TEMP STAMINA		
DISCIPLINE	14	Energy 2		WOUNDS	3	

ATTACK	TO HIT/VS	DAMAGE	NOTES
Auto Pistol	+9/A	1d8+7 (Ballistic)	Range: 5 / Ammo: Medium
Authentic Katana -1 handed	+9/A	1d8+7 (Slashing)	
Authentic Katana -2 handed	+9/A	1d10+7 (Slashing)	

BURNOUT THRESHOLD	15	BLEED	2	Inborn Powers	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
BURNOUT THRESHOLD		BLEED		NOTES	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

POWERS

Velocity is among one of the fastest living beings on the planet!

All these powers share the following Power Modifications: Linked

Celerity 18 (+4)

Speed: 18 (+4)

Surge (Run): 18 (+4)

Enhanced Physiology Velocity body has developed specific physical enhancements, probably in direct response to his speed powers. All the following powers share the Power Modification: Linked.

Temporal Fugue: 15 (+3)

Enhanced Ability Score (Dex): 15 (+3)

FEATS / FEATURES

Quick

Acrobatic

Increase Burnout Threshold

Power Surge (surge)

Origin Features:

Divine Blood, Divine Power

Divine Power Limits

GEAR

Velocity's uniform is in fact a suit of reinforced clothing

Infiltrator Go-Bag: Water-resistant Tactical Ergo Pack, Night scope, Pocket Lock Pick

Set Water Resistant Night Vision Binoculars, Tactical Holster, Climbing Kit, Gas Mask,

Throat communicator with 1- 2-way radio/walkie-talkie, Well-worn leather Tactical gloves

WEAKNESS/NOTES

Physical Vulnerabilities/Power Negation

Energy Weakness (Gravity Powers): Any time you effected by a gravity power or start your turn within a powerful gravitational effect all your powers stop working and you can't use any of your powers until the end of your next turn.



POWERS:

BURNOUT THRESHOLD: 10

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

Score: 18 (+4)
Primary Ability: Dexterity
Action: Special (See Below)
Burnout: 4

Effect: You may reduce the speed of any action by one step, from Demanding Action to Action or Action to Bonus Action. Additionally, you may use this ability to take an additional Reaction before the start of your next turn. This power is particularly taxing; you may use this power a number of times equal to your power score modifier before requiring a Hiatus.

SPEED

Continuous
Score: 18 (+4)
Primary Ability: Dexterity
You are simply faster... Much faster.

Effect: This power increases your Pace by your power score modifier. This power also grants you the ability to travel and maneuver with your power at high speeds safely; for example, you are not damaged by a sonic boom you created when running, or if you create sheets of ice to skate on, you're not going to slip.

SURGE

Score: 19 (+4)
Primary Ability: Dexterity
Burnout: 4
You are capable of incredible bursts of speed.

Effect: Increase your Pace by double your power score modifier (+8 Areas)

ENHANCED PHYSIOLOGY:

Velocity body has developed specific physical enhancements, probably in direct response to his speed powers. All the following powers share the Power Modification: Linked.

TEMPORAL FUGUE

Score: 15 (+2)
Primary Attribute: Dexterity
Action: Action/Reaction
Burnout: 5
You either move so fast or warp time around you allowing you to enter a state known as "bullet time."
Effect: You add your power score modifier to either your Avoidance or as a bonus to hit until the end of your next turn.

ENHANCED ABILITY SCORE (DEXTERITY)

Continuous
Score: 14 (+2)
Primary Ability: Ability being increased.
Effect: your dexterity is increased by your power score modifier (already included in your character sheet)

FEATS

ACROBATIC

- **Kick-Up:** As a bonus action, you may instantly rise from a prone position without spending movement.
- **Up the Wall:** With a 1-area running start, you may move vertically up a wall with a number of feet equal to 5 plus half the result of an applicable acrobatic movement check.
- **Free Running:** Once per turn, you may ignore 1 area of difficult terrain during your movement.

POWER SURGE

Benefit: When using your Surge Power, you can choose to increase the power's rank by increasing the amount of burnout you suffer. If this burnout causes you to make a burnout check, you have Disadvantage on your next burnout check. You cannot push a power effective score more than 5 points above your rank cap.

INCREASE BURNOUT THRESHOLD

Benefit: Increase your burnout threshold by 5 (already included)

QUICK

Benefit: Increase your walking pace by +1 and your Avoidance by +1; you can also have a walking pace greater than 5. (Already included)

ORIGIN FEATURES

Origin Foundation Feature:

Divine Blood, Divine Power: Once per Issue, when you fail a d20 roll, you may declare you foresaw this outcome and reroll the die. You must accept the new result.

Origin Foundation Limitations:

Divine Power Limits: After character creation, at least half of your powers must be Inborn Powers, with all other powers being tied to one supernatural object. You can only gain new inborn powers through mastering emulated powers based on your existing inborn powers.

Later, with Editor-in-Chief's permission, you may acquire new powers, but none of them can be Inborn powers; they must be made available through technology, supernatural, or some other external source. Of course, certain story-based events tied to your Demigod's mythological theme may allow you to gain new inborn powers.

PERSONALITY FLAWS

IMPATIENT

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

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

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.