

TAGLINE I Don't Miss

PERSONALITY
FLAWS

Ruthless, Villanious Past

PLOT
POINTS

ABILITY SCORES

	SCORE	BONUS	BASE DIE	ADPTITUDE BONUS	NOTES: (SAVES, OTHER FORMS)
STRENGTH	12	1	d6	3	
DEXTERITY	18	4	d8	6	
CONSTITUTION	11	0	d6	2	
INTELLIGENCE	15	2	d8	4	
WISDOM	14	2	d8	4	
CHARISMA	13	1	d6	3	

SKILL SETS (SPECIALTIES)

Gadgeteer Tinkerer
Professional Thief

RANK BONUS

2

PACE

RUN 3

INITIATIVE BONUS

PORTRAIT / NOTES



AVOIDANCE 16

DAMAGE RESISTANCES / NOTES

FORTITUDE 13

Physical 3
Energy 2
Ballistic 6

DISCIPLINE 14

STAMINA 43

CURRENT

WOUNDS 3

ATTACKS

WEAPON / ATTACK	TO HIT / VS	DAMAGE	NOTES
Arc-Bow (Normal Arrows)	6	1d8+7 (piercing)	Ranger: 7 / Ammo: Arrows
Arc-Bow (Arc-Arrows)	6	1d8+7 (electricity)	Range: 7
Auto Pistol (silencer)	6	1d8+3 (ballistic)	Range: 4 / Ammo: Medium
Kukri Knife	6	1d8+3 (slashing)	Melee

BURNOUT

THRESHOLD 10

RECOVERY 2

BURNOUT

THRESHOLD

RECOVERY 2

POWERS

Combat Training: You have received extensive training and possess the following powers with the All-Skill power modifications:

Celerity: 16 (+3)

Enhanced ability score (Dexterity): 14 (+2)

Gadgeteer: You always seem to have the right gear at the right time he possesses Manifest Gear: 16 (+3)

Arc-Bow: Energy Blast (electricity): 24 (+7)

You possess a bow which can fire normal arrows and has the ability to produce lightning arrows, when it works. This bow has the removable item, external power source (Burnout Threshold: 10), unreliable power mods

TALENTS / FEATURES

Hawkeye

Critical Precision (Energy Blast crits on 19-20)

I've Done Alright For Myself

Origin Features:

Knowledge is my power

Only Human

Blaster:

Accuracy

GEAR

"Infiltrator Go-Bag" (Water-resistant Tactical ergo Pack, Pocket Lock Pick Set, Water Resistant Night Vision Binoculars, tactical Holster Vest, Multi-Tool, Climbing Kit, Gas Mask, Throat communicators with 2-way radio/walkie-talkie, Well-worn leather Tactical gloves) Composite Bow, Kukri Knife, Semi auto-pistol, Tactical Body Armor, Multi-Tool, Tool Kit (partial)

WEAKNESS / NOTES

POWERS:

BURNOUT THRESHOLD: 10

COMBAT TRAINING:

Arch-lighting has received extensive training and possesses the following powers with the All-Skill power modification

CELERITY

Score: 16 (+3)

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.

Power Modification: All Skill

ENHANCED ABILITY SCORE (DEXTERITY)

Continuous, Damaging+ (special), Melee or Weapon

Score: 14 (+2)

Primary Ability: Dexterity

Action: None

Your attacks are especially devastating.

Effect: Apply your ability score bonus to your chosen ability score.

MANIFEST GEAR

Scene

Score: 14 (+2)

Primary Ability: Intelligence

Action: Bonus

Burnout: 4

You always seem to have just the gadget you need.

Effect: At the start of each Issue, you gain a pool of temporary acquisition points equal to your power score modifier (min. 1).

As a bonus action, you can manifest a single piece of equipment, spending its AP cost from your temporary pool. These points do not carry over from one issue to another.

Any equipment you manifest is single-use only; if you don't use it by the end of the scene, it becomes useless. Weapons include enough ammo for one scene, and batteries are charged for a single scene as well.

Special (Unique Power Modification Limitation: All-Skill): If this is an All-Skill power, then any equipment manifested must be small enough to be carried on the Hero's person reasonably.

ARC-BOW:

BURNOUT THRESHOLD: 10

Arc-lighting possesses a special bow which can fire normal arrows but has the ability to produce lighting arrows, well, when it works. This Arc-Bow has its removable item, external power source (Burnout Threshold: 10), and the *unreliable power modification*.

ENERGY BLAST (ELECTRICITY)

You possess a modified bow which may shoot arrows made of electricity or normal arrows for no burnout.

Damaging+, Ranged.

Score: 24 (+7)

Primary Ability: Dexterity

Action: Action

Burnout: 3

Effect: You can choose to fire arrows of lighting from your bow, dealing 1d12+Dex Bonus electrical damage.

Unreliable: Your power doesn't always work. Whenever you use your power, there is a 50% chance the power simply does not work. When it does so, you use your action but pay zero burnout for the failed attempt.

TALENTS

HAWKEYE

Benefit: When using your Ranged or Firearms to attack, you do not suffer penalties to attacking at range as long as that target is within a number of areas equal to your wisdom score. Additionally, your ranged weapon attacks ignore half and three-quarters cover.

CRITICAL PRECISION

Benefit: When attacking with Arch Bow and using Arch-Arrows you crit on 19 and 20.

I'VE DONE ALRIGHT FOR MYSELF

You gain an additional skill set, already provided on character sheet.

In addition, you begin play with either a bonded horse or a reliable common vehicle, and you start each Issue with 4 AP worth of gear selected before the session begins (already included on character sheet)

ORIGIN TALENTURES

Origin Foundation Talentures:

My knowledge is my power: Once you reach step 4 during hero creation, you get to choose an additional Talent or an additional skill set. (already included)

Origin Foundation Limitation:

Only Human: You are ultimately only human; you may never increase your physical attributes (before applying powers such as Enhanced Ability Score) beyond 20.

No Powers: You do not possess any inborn powers; therefore, any power must be skill-based or the result of specialized equipment. Powers marked with a (*) in Archetypes and later in the Powers section may be attributed to specialized training. If you choose these as powers, they must possess the All-Skill Power Modification. Any other powers are the result of custom technology; thus, they require the External Power Source and either Cybernetic Implants or Removable Item Power Modifications.

PERSONALITY FLAWS

RUTHLESS

You are a reformed super villain and you try to do the right thing, but you still lack compassion for others.

You have no appreciation for the feelings of others and fake compassion as best you can. You know that what you're doing now is right, but you might as well be a robot as far as your feelings are concerned. You often look to other heroes to see how you should be feeling.

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.

SAMPLE GEAR LIST FOR USE WITH MANIFEST GEAR POWER AND "I HAVE DONE ALRIGHT FOR MYSELF" TALENT

Manifest Gear - Quick Gear Choices

Spend up to 3 AP to produce one temporary item. Weapons have ammunition for the Scene, and powered equipment remains charged for the Scene. Unused gear becomes useless at the end of the Scene.

1 AP: First-aid kit, flashlight, binoculars, multitool, lock picks, walkie-talkie, gas mask, climbing kit, tactical sight, revolver, shotgun, hunting rifle, bow, knife, machete, ballistic vest, or smoke grenade.

2 AP: EMT kit, complete tool kit, night-vision goggles, silencer, riot shield, heavy revolver, auto-pistol, composite bow, chainsaw, or most grenades.

3 AP: Tactical body armor, tactical response pack, military GPS, assault rifle, light machine gun, or assault shotgun.

Other reasonable items may be approved by the Editor-in-Chief

I've Done Alright for Myself — Quick Gear Choices

You have 3 Acquisition Points to spend on additional gear. Choose one 3 AP item, one 2 AP item and one 1 AP item, or three 1 AP items.

1 AP: Ballistic vest, first-aid kit, binoculars, flashlight, lock picks, multi-tool, walkie-talkie, climbing kit, hunting scope, revolver, hunting rifle, shotgun, bow, taser, smoke grenade, or light melee weapon.

2 AP: EMT medical kit, gas mask, complete tool kit, civilian GPS, tactical night-vision goggles, silencer, riot shield, heavy revolver, auto-pistol, composite bow, heavy melee weapon, or grenade.

3 AP: Tactical body armor, tactical response medical pack, military GPS, assault rifle, assault shotgun, or light machine gun.

Other reasonable gear may be approved by the Editor-in-Chief.