

TAGLINE You never see me coming

PERSONALITY FLAWS

Impatient, Lone Wolf, Villainous

PLOT POINTS

ABILITY SCORES

	SCORE	BONUS	BASE DIE	APTITUDE BONUS	NOTES: (SAVES, OTHER FORMS)
STRENGTH	12	1	d6	3	
DEXTERITY	24	7	d12	9	
CONSTITUTION	15	2	d8	4	
INTELLIGENCE	11	0	d6	2	
WISDOM	12	1	d6	3	
CHARISMA	13	1	d6	3	

SKILL SETS (SPECIALTIES)

Professional Thief
Parkour Runner

RANK BONUS



PACE

RUN 12
Surge 16

INITIATIVE BONUS

7

PORTRAIT / NOTES



AVOIDANCE 20

DAMAGE RESISTANCES / NOTES

Physical 2
Energy 2

FORTITUDE 14

DISCIPLINE 13

STAMINA 47

CURRENT

WOUNDS 3

ATTACKS

WEAPON / ATTACK	TO HIT / VS	DAMAGE	NOTES
Auto Pistol	9	1d12+3 (ballistic)	Range: 4
Authentic Katana - 1 handed	9	1d12+4 (slashing)	melee
Authentic Katana - 2 handed	9	1d12+5 (slashing)	melee

BURNOUT



THRESHOLD

15

RECOVERY

2

BURNOUT



THRESHOLD

RECOVERY

2

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's 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)

TALENTS / FEATURES

Quick

Acrobatic

Increased Burnout Threshold

Power Surge (surge)

Origin: Features

Divine Blood

Divine Power

Divine Power Limits

Transporter

Hard to Pin Down

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)

WEAKNESS / NOTES

Physical Vulnerabilities/Power Negation

Energy Weakness (Gravity Powers): Any time you are 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 your power score modifier (+2 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)

TALENTS

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 TALENTURES

Origin Foundation Talenture:

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.