

Name: Zadkiel

Alternate ID: Henry Miller

Val	Char	Base	Cost
10	STR	10	0
23	DEX	10	39
20	CON	10	20
10	BODY	10	0
13	INT	10	3
11	EGO	10	2
25	PRE	10	15
14	COM	10	2
4/24	PD	2	2
6/26	ED	4	2
6	SPD	3.3	27
6	REC	6	0
40	END	40	0
25	STUN	25	0
6"	RUN	6	0
2"	SWIM	2	0
2"	LEAP	2	0

STR Roll: 11-	Run:	6"
DEX Roll: 14-	Swim:	2"
CON Roll: 13-	Leap:	2"
INT Roll: 12-		
EGO Roll: 11-		
PER Roll: 12-		

Disadvantages

	Pts
Distinctive Features: Winged (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	20
Enraged: His Beliefs Mocked (Common), go 11-, recover 11-	20
Hunted: UNTIL 11- (Mo Pow, NCI, Harshly Punish)	25
Hunted: Omega Brain 11- (Mo Pow, Watching)	10
Psychological Limitation: Believes He Is The Archangel Zadkiel Cast Down From Heaven (Very Common, Total)	25
Psychological Limitation: Loves To Orate (Uncommon, Moderate)	5
Reputation: Televangelist, 11-	10
Social Limitation: Known Felon (Frequently, Severe, Not Limiting To Other Felons)	15
Vulnerability: 1 1/2 x BODY Fire (Common)	10
Vulnerability: 1 1/2 x STUN Fire (Common)	10

XP
0

Base Points : 200

Disads Total + 150

Experience Spent + 0

Total Cost = 350



Pts. Power/Skill/Perk/Talent END

- 50 **Wings:** Multipower, 75-point reserve, (75 Active Points); all slots Restrainable (-1/2)
- 5u 1) **Soaring:** Flight 30", Reduced Endurance (1/2 END; +1/4) (75 Active Points); Restrainable (-1/2) 3
- 5u 2) **Wind Riding:** Gliding 75" (75 Active Points); Restrainable (-1/2) 0
- 40 **Violet Beams Of Purification:** Multipower, 60-point reserve, all slots 16 Charges (+0) (60 Active Points); all slots OIF (Powered Armor) (-1/2)
- 4u 1) **Searing Violet Laser:** Energy Blast 12d6 (60 Active Points); OIF (Powered Armor) (-1/2) 0
- 4u 2) **Wide Angle Blinding Beam:** Sight Group Flash 12d6 (60 Active Points); OIF (Powered Armor) (-1/2) 0
- 50 1) **Tough Metal Shell:** Armor (20 PD/20 ED), Hardened (+1/4) (75 Active Points); OIF (Powered Armor) (-1/2) 0
- 3 2) **Polarized Visor:** Sight Group Flash Defense (5 points) (5 Active Points); OIF (Powered Armor) (-1/2) 0
- 13 3) **Long Range Sensors:** +13 versus Range Modifier for Sight Group (20 Active Points); OIF (Powered Armor) (-1/2) 0
- 6 4) **Helmet Communication Array:** Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (Powered Armor) (-1/2), Sense Affected As Radio And Hearing Group [very common Sense] (-1/4) 0
- 2 5) **Internal Clock:** Absolute Time Sense (3 Active Points); OIF (Powered Armor) (-1/2)
- 2 6) **Internal Compass:** Bump Of Direction (3 Active Points); OIF (Powered Armor) (-1/2)
- 2 7) **Internal Function Analyzer:** Lightning Calculator (3 Active Points); OIF (Powered Armor) (-1/2)
- 7 8) **Internal Nav Computer:** Navigation (Air) 13- (10 Active Points); OIF (Powered Armor) (-1/2)
- 6 +2 with Violet Beams Of Purification
- 4 +2 with Flying
- 6 +2 with Acting, Oratory, and Persuasion
- 2 **Graceful Flier:** Acrobatics 14- (3 Active Points); Only While Flying Power loses about a fourth of its effectiveness (-1/4)
- 3 Acting 14-
- 5 KS: The Bible 14-
- 5 KS: Catholicism 14-
- 1 High Society 8-
- 3 Language: Latin (fluent conversation; literate)
- 3 Oratory 14-
- 3 Persuasion 14-

Base OCV: 8 Base DCV: 8
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +2 with Violet Beams Of Purification,+2 with Flying

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 23 SPD: 6 ECV: 4
Phases: 2, 4, 6, 8, 10, 12
4/24 PD (0/20 rPD) 6/26 ED (0/20 rED) MD: 0
END: 40 STUN: 25 BODY: 10



3 PS: Preacher 14-
1 TF: Small Motorized Ground Vehicles

193 : Powers Cost
45 + Skills Cost
112 + Characteristics Cost
350 = Total Cost