

Name: Shroud

Alternate ID: Rodrigo Lopez

Val	Char	Base	Cost
30/55	STR	10	20
26	DEX	10	48
20	CON	10	20
14	BODY	10	8
18	INT	10	8
14	EGO	10	8
20	PRE	10	10
8	COM	10	-1
7/32	PD	6	1
5/30	ED	4	1
6	SPD	3.6	24
10	REC	10	0
40	END	40	0
39	STUN	39	0
9"	RUN	6	6
2"	SWIM	2	0
6"/11"	LEAP	6	0

STR Roll: 15- / 20-

Run: 9"

DEX Roll: 14-

Swim: 2"

CON Roll: 13-

Leap: 6"/11"

INT Roll: 13-

EGO Roll: 12-

PER Roll: 13-

Disadvantages

Pts

Dependent NPC: Faculty Friends and School Children 14- (Normal; Group DNPC: x2 DNPCs)	25
Hunted: UNTIL 14- (Mo Pow, NCI, PC has a Public ID or is otherwise very easy to find, Watching)	25
Hunted: DEMON 8- (Mo Pow, Harshly Punish)	15
Psychological Limitation: Perfectionist (Common, Strong)	15
Psychological Limitation: Protective Of Students (Common, Strong)	15
Psychological Limitation: Loves To Teach (Common, Moderate)	10
Reputation: Hard Core Training Instructor, 14- (Known Only To A Small Group - UNTIL Or School Supers)	10
Social Limitation: Subject To Orders (Very Frequently, Major)	20

XP

45

Base Points : 200

Disads Total + 135

Experience Spent + 45

Total Cost = 380



Pts. Power/Skill/Perk/Talent END

- 37 *Mists Of Taloc:* Elemental Control, 74-point powers
- 38 1) *Floating Fog:* Force Field (25 PD/25 ED) (Protect Carried Items), Reduced Endurance (1/2 END; +1/4) (75 Active Points)
- 30 2) *Realms Of Mist:* Teleportation 20", x16 Increased Mass, Reduced Endurance (1/2 END; +1/4) (75 Active Points); Must Pass Through Intervening Space (-1/4)
- 25 3) *Fingers Of Taloc:* (Total: 73 Active Cost, 48 Real Cost) Extra Limbs (Gas Tendrils) (5 Active Points); Costs Endurance (-1/2) (Real Cost: 3) **plus** Stretching 6", Reduced Endurance (1/2 END; +1/4) (37 Active Points); Limited Body Parts (Extra Limbs) (-1/4) (Real Cost: 30) **plus** +25 STR, Reduced Endurance (1/2 END; +1/4) (31 Active Points); No Figured Characteristics (-1/2), Only with Extra Limbs (-1/2) (Real Cost: 15)
- Commando Training
- 4 1) Karate Punch: 1/2 Phase, +0 OCV, +2 DCV, 8d6 / 13d6 Strike
- 3 2) Wrestling Hold: 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 40 STR / 65 STR for holding on
- 3 3) Judo Throw: 1/2 Phase, +1 OCV, +1 DCV, Block, Target Falls
- 10 +2 with HTH Combat
- 6 *Trained Superhero Instructor:* +2 with Oratory, PS: Instructor, and Tactics
- 3 Analyze: Combat 13-
- 3 Breakfall 14-
- 3 Bureaucracies 13-
- 3 Climbing 14-
- 1 Computer Programming 8-
- 3 Concealment 13-
- 3 Criminology 13-
- 3 Deduction 13-
- 1 Demolitions 8-
- 1 Electronics 8-
- 3 KS: UNTIL Policies and Procedures 13-
- 3 Language: English (Spanish Native) (fluent conversation; literate)
- 2 Navigation (Land) 13-
- 3 Oratory 13-
- 3 Paramedics 13-
- 1 Persuasion 8-
- 3 *Mist Control:* Power 14-
- 3 PS: Instructor 13-
- 3 Shadowing 13-
- 3 Stealth 14-
- 2 Survival (Temperate/Subtropical) 13-
- 3 Tactics 13-
- 3 Teamwork 14-
- 1 Tracking 8-
- 5 TF: Common Motorized Ground Vehicles, Tracked Military Vehicles, Two-Wheeled Motorized Ground

Base OCV: 9 Base DCV: 9

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +2 with HTH Combat

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
Karate Punch	1/2	+0	+2	8d6 / 13d6 Strike
Wrestling Hold	1/2	-1	-1	Grab Two Limbs, 40 STR / 65 STR for holding on
Judo Throw	1/2	+1	+1	Block, Target Falls

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

DEX: 26

SPD: 6

ECV: 5

Phases: 2, 4, 6, 8, 10, 12

7/32 PD (0/25 rPD)

5/30 ED (0/25 rED)

MD: 0

END: 40

STUN: 39

BODY: 14



Vehicles, Wheeled Military Vehicles
4 WF: Common Melee Weapons, Small Arms
2 Weaponsmith (Firearms) 13-

130 : Powers Cost
97 + Skills Cost
153 + Characteristics Cost
380 = Total Cost