

TICKTOCKMAN MINUTEMAN



Ticktockman's hired henchmen

Real Name

Hair

Height

Player NPC

Eyes

Weight

ATTRIBUTES

Agility	1	<div><div></div></div>
Brawn	2	<div><div></div><div></div></div>
Presence	2	<div><div></div><div></div></div>
Reason	1	<div><div></div></div>
Power Level	3	<div><div></div><div></div><div></div></div>
Endurance	3	

Brawn:
Normal Lift: 55 kg (pony keg of beer)
Max Lift: 110 kg (heavy adult)
Throw 25 kg: 2 m
Jump: 1 m

Power Level:
Max Effect: 6
Max Range: 32 m
Max Area: 2 m radius
Max Mass: 110 kg

SKILLS

Athletics
Hand-to-hand Combat
Ranged Combat
Stealth

GIFTS

EQUIPMENT

Heavy Ballistic Armor (PL 3) (not concealable)
Sporting Rifle (PL 3) (two-handed, -3 penalty if attacker moves)

POWERS

Extra Actions

Quick action, Self-only

Haste

Standard action, Self-only, ×32 multiplier

Intangibility

Quick action, Self-only, "Out of phase" with the timestream

Strike

Standard action, Hand-to-hand, Normal, Compressed-time punch

Super Running

Move action, Self-only

MOVEMENT

	Base Move	All-out Move
Run	13 m	78 m (47 km/h)
Swim	1 m	6 m (4 km/h)
Jump	1 m	

MOTIVATIONS & COMPLICATIONS

Materialism: The character wants to amass great wealth.
Wanted: Ticktockman's Minutemen are just hired thugs. Most have criminal records.

Base Character Points 60 Unspent Experience 41
Total Experience Points 0 Spent Experience 0
Character Points Spent 19 Total Character Points 60
Attributes 10 + Skills 4 + Gifts 0 + Powers 5 = 19 / 60

UNOPPOSED ROLLS

12 Moderately difficult	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
15 Remarkably difficult	Perform an unfamiliar task under hostile conditions
18 Extremely difficult	Perform an esoteric task under ordinary conditions
21 Inconceivable!	Perform an esoteric task under hostile conditions

OPPOSED ROLLS

8 + Skill (Attribute)	Hand-to-hand Combat (Brawn) Ranged Combat (Agility) Mental Combat (Presence) etc.
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ATTACK BONUSES AND PENALTIES

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in hand-to-hand combat	-3
Attacker is attempting to disarm the defender	-3
Attacker is distracted or surprised	-3
Attacker is restrained	-3
Attacker is making a double move (running)	-3
Attacker is spreading an attack or using a sweep attack	-3
Attacker is using a two-handed weapon with one hand	-3
Target is beyond effective range of the weapon	-3
Underwater or zero-G combat	-3
Attacker is charging the defender	+3
Attacker spends an action aiming or preparing	+3

DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted or surprised	-3
Defender is prone in hand-to-hand combat	-3
Defender is restrained	-3
Defender can't perceive attacker	-3
Defender has cover or is prone in ranged combat	+3
Defender is focusing exclusively on defense	+3
Defender is making a double or all-out move	+3

ACTIONS

On Your Turn	One move action One standard action As many quick actions as the GM deems reasonable
Any Time	As many free actions as the GM deems reasonable

PLOT POINTS

Extra Action	Spending a Plot Point allows the character to use an extra movement action or a standard action.
Extra Effort	Spending a Plot Point permits the player to re-roll the dice for the current task or gain a +3 bonus on the current roll or defense. The player may spend the Plot Point before or after the dice are rolled.
Improvisation	Spending a Plot Point permits the character to use a skill or power they do not have, as long as they can explain it.
Inspiration	Spending a Plot Point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
Rally	Spending a Plot Point allows the character to recover half their lost Endurance.
Retcon	Spending a Plot Point allows the player to change the past in a helpful way.
Surge	Spending a Plot Point increases one of the character's attributes by 1 for one round.

DAMAGE

Normal	Inflict 1 Endurance damage for every 2 the attack roll succeeds by (exact roll = 1, exact roll + 2 = 2, exact roll + 4 = 3).
Mental or Alteration	Inflict 1 level of effect for every 4 the attack roll succeeds by (exact roll = 1, exact roll + 4 = 2, exact roll + 8 = 3).

RECOVERY

Endurance	Recover half of lost Endurance by resting for about an hour. Recover all Endurance by getting a good night's sleep.
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