

# DOCTOR ATHANOR

## Lord Of Abominations

"Life is an art, you know, and art is always a form of sacrifice."

**Real Name** Basil and Phillipa Roteo  
**Player** NPC  
**Origin** Altered  
**Archetype** Clay

**Team Affiliation** Solo  
**Base of Operations** Atlanta, GA, USA  
**Range of Operations** Local  
**Nationality** American

**Hair** Varies  
**Eyes** Varies  
**Height** 213 cm (7')  
**Weight** 113 kg (245 lbs)



**Gender** Androgynous  
**Sexuality** Bisexual

## ATTRIBUTES

<b>Agility</b>	<b>5</b>	
<b>Brawn</b>	<b>6</b>	
<b>Endurance</b>	<b>6</b>	
<b>Presence</b>	<b>6</b>	
<b>Reason</b>	<b>5</b>	
<b>Power Level</b>	<b>6</b>	

Max Range: 100 m  
Max Area: 10 m radius

**Plot Points** **1**  
Normal Lift: 1,700 t (Space Shuttle)  
Max Lift: 5,500 t (Eiffel Tower)  
Throws (25 kg): 110 km

## SKILLS

Close Combat  
Computing  
Engineering  
Medicine  
Perception  
Ranged Combat  
Science (+)

## GIFTS

Headquarters  
Mental Calculator  
Perfect Recall  
Unsettling

## POWERS

<b>Alteration Resistance</b> Constant, Self-only	<b>Super-agility</b> Constant, Self-only
<b>Environmental Immunity</b> Constant, Self-only	<b>Super-brawn</b> Constant, Self-only
<b>Hyperacuity</b> Free action, Self-only	<b>Super-jumping</b> Move action, Self-only
<b>Immortality</b> Constant, Self-only	<b>Super-lifting</b> Constant, Self-only
<b>Night Vision</b> Free action, Self-only	<b>Super-reason</b> Constant, Self-only
<b>Regeneration</b> Standard action, Self-only	<b>Ultra-power</b> Varies, Self-only
<b>Shapeshifting</b> Quick action, Self-only Non-cosmetic changes occur between scenes	

## ULTRA-POWER: GENETIC MANIPULATION

<b>Brawn Drain</b> Standard action, Hand-to-hand, Alteration
<b>Power Drain</b> Standard action, Hand-to-hand, Alteration
<b>Growth Ray</b> Standard action, Ranged, Alteration
<b>Shapeshifting Ray</b> Standard action, Ranged, Alteration
<b>Shrinking Ray</b> Standard action, Ranged, Alteration

## EQUIPMENT

## MOVEMENT

	Base Move	Double Move	All-out Move
Run	40 m	80 m	240 m (140 km/h)
Swim	7 m	14 m	42 m (25 km/h)
Jump	35 km		

## MOTIVATIONS & COMPLICATIONS

Curiosity: The character lives and breathes to solve the world's mysteries.  
Rebellion: The character doesn't fit into the larger society.

Base Character Points 75      Unspent Experience 0  
Total Experience Points 0      Spent Experience 0  
Character Points Spent 75      Total Character Points 75  
Attributes 50 + Skills 8 + Gifts 4 + Powers 13 + Modifiers 0 = 75 / 75

## OPPOSED ROLLS

### Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Power Level) etc.

### Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Presence) etc.

## UNOPPOSED ROLLS

### Action Total

Dice	plus	Skill (Attribute)
1d6 Unskilled		Culture (Reason)
2d6 Skilled		Finesse (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Performance (Presence) etc.

### Target Number

Dice	plus	Difficulty Value (DV)
1d6 Unskilled	3	Moderately difficult
2d6 Skilled	6	Remarkably difficult
2d6 Has Expertise (Re-roll 1s and 2s)	9	Extremely difficult
	12	Inconceivable!

## 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	Penalty die
Attacker is attempting to disarm the defender	Penalty die
Attacker is distracted	Penalty die
Attacker is restrained	Penalty die
Attacker is making a double move (running)	Penalty die
Attacker is surprised	Penalty die
Attacker is using a sweep attack	Penalty die
Attacker is using a two-handed weapon with one hand	Penalty die
Target is beyond effective range of the weapon	Penalty die
Attacker is charging the defender	Bonus die

## DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted	Penalty die
Defender is prone in hand-to-hand combat	Penalty die
Defender is restrained	Penalty die
Defender is surprised	Penalty die
Defender can't perceive attacker	Penalty die
Defender has cover	Bonus die
Defender is prone in ranged combat	Bonus die
Defender is making a double move (running)	Bonus die
Defender is making an all-out move (sprinting)	Bonus die

## ACTIONS

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

## SPENDING A PLOT POINT

<b>Bonus Die</b>	Spending a plot point grants the character a bonus die on the current roll. The player may spend the plot point before or after the dice are rolled.
<b>Escape</b>	Spending a plot point allows the character to immediately break free of a grapple or a lasting power such as Dazzle, Mind Control, or Telekinesis.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## DIFFICULTY VALUE

— <b>Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions