[HORNMALLOW

The Iron Lich

"You interfere with my plans at your peril." Real Name Grand Duke Albert Thornmallow Team Affiliation Solo Base of Operations Grand Duchy of Ventimiglia Range of Operations Local Nationality Scottish

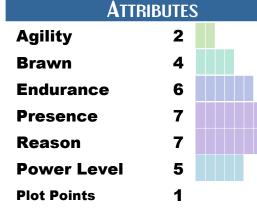
Hair None Eyes None Height 350 cm (11' 6") Weight 1588 kg (3500 lbs)



Archetype Mirror

Player NPC

Origin Engineered



Normal Lift: 55 t (loaded tanker truck) Max Lift: 170 t (locomotive) Throws (25 kg): 3,500 m

MOTIVATIONS & COMPLICATIONS

Exploration: The character lives to seek out new places and new ideas.

Security: The character strives to minimize risk, despite the potential reward or excitement.

Gruesome: Thornmallow is an arcano-mechanical horror. Vulnerability: Thornmallow's massive body is incapable of swimming or jumping.

EOUIPMENT

Movement				
	Base Move	Double Move	All-out Move	
Run	4 m	8 m	24 m (14 km/h)	
Swim	2 m	4 m	12 m (7 km/h)	
Jump	5 m			
Teleport	4 m	8 m	14 km	
	Character Point xperience Point		Unspent Experience 0 Spent Experience 5	

Character Points Spent 80 Total Character Points 80

Attributes 47 + Skills 10 + Gifts 9 + Powers 14 = 80 / 80

Ambient Awareness

Free

Blast

Standard Hard radiation and necromancy

Damage Resistance Constant

Density Control

Quick Mass 17 t, Brawn +3, Damage Resistance 5

Detect Life Standard

Immortality

Constant

Constant

Mental Resistance

POWERS Super-lifting

Gender Neuter

Sexuality Asexual

Constant

Super-reason Constant

Dimensional Travel Move The Great Key

Probability Control The Great Key Free

Strike

Standard The Great Key

Teleportation Move The Great Key

Ultra-power: Occult Science Varies

Environmental Control

ULTRA-POWER: OCCULT SCIENCE

Command Objects Standard

Damaging Aura Reaction

Darkness Standard

Dazzle

Standard

Standard

Force Wall

SKILLS **Close Combat**

Culture Deception Diplomacy Engineering Manipulation Medicine Mental Combat Ranged Combat Science

Hold

Standard

Standard

Illusion

Standard

Invisibility

Quick

Reflection

Reaction

GIFTS

Connected **Cybernetics** Headquarters Master Plan Minions Pro From Dover: Vivisection Tenacious Unsettling Wealthy

OPPOSED ROLLS

Attacl	ker (Ac	tion Total)		Defende	er (Targ	jet Number)
Dice	1	Skill (Attribute)	1	Dice		Skill (Attribute)
1d6 Unskilled		Close Combat (Brawn)		1d6 Unskilled		Close Combat (Brawn)
2d6 Skilled	plus	Ranged Combat (Agility)	vs	2d6 Skilled	plus	Ranged Combat (Agility)
2d6 Has Expertise		Mental Combat (Power Level)		2d6 Has Expertise	-	Mental Combat (Presence)
(Re-roll 1s and 2s)		etc.		(Re-roll 1s and 2s)		etc.
Unopposed Rolls						
1	Action	Total		Та	rget N	umber
Dice	1	Skill (Attribute)	1	Dice		Difficulty Value (DV)
1d6 Unskilled		Culture (Reason)		1d6 Unskilled		3 Moderately difficult
2d6 Skilled	plus	Finesse (Agility)	vs	2d6 Skilled	plus	6 Remarkably difficult
2d6 Has Expertise		Performance (Presence)		2d6 Has Expertise		9 Extremely difficult
(Re-roll 1s and 2s)	1	etc.		(Re-roll 1s and 2s)		12 Inconceivable!
			-			
ATTACK	Bonuse	s And Penalties		DEFENSE B	ONUSES	AND PENALTIES
Circ	umstanc	e Modif	ier	Circun	nstance	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 close 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

Penalty die Defender is surprised 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

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 As many reactions as the GM deems reasonable

Spending A Plot Point

Bonus Die	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.
Escape	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.
Inspiration	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
Power Stunt	Spending a plot point permits the character to use a power they do not have.
Rally	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
Retcon	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
Surge	Spending a plot point increases one of the character's attributes by one for one round.

DIFFICULTY VALUE

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

Penalty die

Penalty die

Penalty die

Defender is distracted

Defender is restrained

Defender is prone in close combat