

THORNMALLOW

The Iron Lich

"You interfere with my plans at your peril."

Real Name Grand Duke Albert Thornmallow
 Player NPC
 Origin Engineered
 Archetype Mirror

Team Affiliation Solo
 Base of Operations Grand Duchy of Ventimigli
 Range of Operations Local
 Nationality Scottish

Hair None
 Eyes None
 Height 11' 6"
 Weight 3500 lbs.



Gender Neuter
 Sexuality Asexual

ATTRIBUTES

| | | |
|-------------|---|--|
| Agility | 2 | |
| Brawn | 4 | |
| Endurance | 6 | |
| Presence | 7 | |
| Reason | 7 | |
| Power Level | 5 | |
| Plot Points | 1 | |

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

POWERS

| | |
|--------------------------------------------------------------------------|--------------------------------------------------|
| Ambient Awareness Free | Super-lifting Constant |
| Blast Standard Hard radiation and necromancy | Super-reason Constant |
| Damage Resistance Constant | Dimensional Travel Move The Great Key |
| Density Control Quick Mass 17 t, Brawn +3, Damage Resistance 5 | Probability Control Free The Great Key |
| Detect Life Standard | Strike Standard The Great Key |
| Immortality Constant | Teleportation Move The Great Key |
| Mental Resistance Constant | Ultra-power: Occult Science Varies |

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

ULTRA-POWER: OCCULT SCIENCE

| | |
|------------------------------------|------------------------------------------|
| Command Objects Standard | Environmental Control Standard |
| Damaging Aura Reaction | Hold Standard |
| Darkness Standard | Illusion Standard |
| Dazzle Standard | Invisibility Quick |
| Force Wall Standard | Reflection Reaction |

EQUIPMENT

SKILLS

GIFTS

Close Combat
 Culture
 Deception
 Diplomacy
 Engineering
 Manipulation
 Medicine
 Mental Combat
 Ranged Combat
 Science

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

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 |

Base Character Points 75 Unspent Experience 0
 Total Experience Points 5 Spent Experience 5
 Character Points Spent 80 Total Character Points 80

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

OPPOSED ROLLS

Attacker (Action Total)

| Dice |
|------------------------------------------|
| 1d6 Unskilled |
| 2d6 Skilled |
| 2d6 Has Expertise (Re-roll 1s and 2s) |

plus

| Skill (Attribute) |
|-----------------------------|
| Close Combat (Brawn) |
| Ranged Combat (Agility) |
| Mental Combat (Power Level) |
| etc. |

vs

Defender (Target Number)

| Dice |
|------------------------------------------|
| 1d6 Unskilled |
| 2d6 Skilled |
| 2d6 Has Expertise (Re-roll 1s and 2s) |

plus

| Skill (Attribute) |
|--------------------------|
| Close Combat (Brawn) |
| Ranged Combat (Agility) |
| Mental Combat (Presence) |
| etc. |

UNOPPOSED ROLLS

Action Total

| Dice |
|------------------------------------------|
| 1d6 Unskilled |
| 2d6 Skilled |
| 2d6 Has Expertise (Re-roll 1s and 2s) |

plus

| Skill (Attribute) |
|------------------------|
| Culture (Reason) |
| Finesse (Agility) |
| Performance (Presence) |
| etc. |

vs

Target Number

| Dice |
|------------------------------------------|
| 1d6 Unskilled |
| 2d6 Skilled |
| 2d6 Has Expertise (Re-roll 1s and 2s) |

plus

| Difficulty Value (DV) |
|------------------------|
| 3 Moderately difficult |
| 6 Remarkably difficult |
| 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 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 |

DEFENSE BONUSES AND PENALTIES

| Circumstance | Modifier |
|------------------------------------------------|-------------|
| Defender is distracted | Penalty die |
| Defender is prone in close 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 |

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. |

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 |

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 |