THORNMALLOW

The Iron Lich

"You interfere with my plans at your peril."

Real Name Grand Duke Albert Thornmallow

Player NPC
Origin Engineered
Archetype Mirror

Plot Points

Team Affiliation Solo

Base of Operations Grand Duchy of Ventimigli **Range of Operations** Local

Nationality Scottish

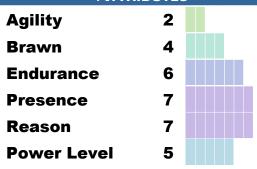
Hair None Eyes None Height 11'6"

Weight 3500 lbs.



Gender Neuter
Sexuality Asexual

ATTRIBUTES



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

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

Mental Resistance

Constant

Super-lifting

Constant

Powers

Super-reason

Constant

Dimensional Travel

Move The Great Key

Probability Control

Free The Great Key

Strike

Standard The Great Key

Teleportation

Move The Great Key

Ultra-power: Occult Science

Varies

MOTIVATIONS & COMPLICATIONS

1

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.

Ultra-power: Occult Science

Command Objects

Standard

Damaging Aura

Reaction

Darkness

Standard

Dazzle

Standard

Standard

Environmental Control

Standard

Hold

Standard

Illusion

Standard

Invisibility

Quick

Force Wall Reflection

Reaction

EQUIPMENT

SKILLS

Close Combat

Culture
Deception
Diplomacy
Engineering
Manipulation
Medicine
Mental Combat
Ranged Combat

Science

GIFTS

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

OPPOSED ROLLS

Attacker (Action Total)

plus

Dice

1d6 Unskilled

2d6 Skilled

2d6 Has Expertise (Re-roll 1s and 2s)

Skill (Attribute)

Close Combat (Brawn)

Ranged Combat (Agility)

Mental Combat (Power Level)

etc.

Defender (Target Number)

plus

Dice

1d6 Unskilled

2d6 Skilled

2d6 Has Expertise (Re-roll 1s and 2s)

Skill (Attribute)

Close Combat (Brawn)

Ranged Combat (Agility)

Mental Combat (Presence)

etc.

UNOPPOSED ROLLS

vs

vs

Action Total

plus

Circumstance

Attacker is making an all-out move (sprinting)

Attacker can't perceive defender in ranged combat

Attacker can't perceive defender in close combat

Attacker is attempting to disarm the defender

Attacker is making a double move (running)

Attacker is using a two-handed weapon with one hand

Dice

1d6 Unskilled

2d6 Skilled

2d6 Has Expertise (Re-roll 1s and 2s)

Attacker is distracted

Attacker is restrained

Attacker is surprised

Attacker is using a sweep attack

Skill (Attribute)

Culture (Reason)

Finesse (Agility)

Performance (Presence)

Target Number

sula

Dice

1d6 Unskilled

2d6 Skilled

2d6 Has Expertise (Re-roll 1s and 2s)

Difficulty Value (DV)

- Moderately difficult
- Remarkably difficult
- Extremely difficult
- Inconceivable!

ATTACK BONUSES AND PENALTIES

Penalty die

Target is beyond effective range of the weapon

Attacker is charging the defender Bonus die

DEFENSE BONUSES AND PENALTIES

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

Spending a plot point allows the character to immediately Escape break free of a grapple or a lasting power such as Dazzle,

Mind Control, or Telekinesis.

Spending a plot point grants the character an intuitive Inspiration leap: the player receives a hint from the GM on what to do

next.

Spending a plot point permits the character to use a **Power Stunt**

power they do not have.

Spending a plot point allows a character to rally and Rally immediately recover half of the Endurance they have lost.

Spending a plot point allows the player to change the past Retcon in some way that supports the current needs of the plot.

Spending a plot point increases one of the character's Surge attributes by one for one round.

ACTIONS

One move action On Your Turn

One standard action

As many quick actions as the GM deems

reasonable

As many free actions as the GM deems **Any Time**

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

9 Extremely difficult

12 Inconceivable!

Perform an unfamiliar task under hostile conditions

Perform an esoteric task under

ordinary conditions

Perform an esoteric task under

hostile conditions