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 Ventimiglia
Range of Operations	Local
Nationality	Scottish

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

Gender	Neuter
Sexuality	Asexual

ATTRIBUTES

Attribute	Value
Agility	2
Brawn	6
Endurance	6
Presence	7
Reason	7
Power Level	6

Normal Lift: 1,700 kg (full size car)
Max Lift: 5,500 kg (empty dump truck)
Throws (25 kg): 110 m

Max Range: 100 m
Max Area: 10 m radius

SKILLS

Culture
Deception
Diplomacy
Engineering
Hand-to-hand Combat
Manipulation
Medicine
Mental Combat
Ranged Combat
Science

GIFTS

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

EQUIPMENT

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	35 m		
Teleport	4 m	8 m	14 km

Base Character Points	75
Total Experience Points	10
Character Points Spent	85

Unspent Experience	0
Spent Experience	10
Total Character Points	85

Attributes 53 + Skills 10 + Gifts 9 + Powers 13 + Modifiers 0 = 85 / 85

POWERS

Ambient Awareness
Free action, Self-only

Blast
Standard action, Ranged, Normal
Hard radiation and necromancy

Bulletproof
Constant, Self-only

Damage Resistance
Constant, Self-only

Detect Life
Standard action, Self-only

Immortality
Constant, Self-only

Mental Resistance
Constant, Self-only

Super-reason
Constant, Self-only

Dimensional Travel
Move action, Self-only
The Great Key

Probability Control
Free action, Ranged
The Great Key

Strike
Standard action, Hand-to-hand, Normal
The Great Key

Teleportation
Move action, Self-only
The Great Key

Ultra-power
Varies, Self-only

ULTRA-POWER: OCCULT SCIENCE

Command Objects
Standard action, Ranged, Mental

Damaging Aura
Free action, Hand-to-hand, Normal

Darkness
Standard action, Ranged, Area, Environmental

Dazzle
Standard action, Ranged, Alteration

Force Wall
Standard action, Ranged, Area, Environmental

Environmental Control
Standard action, Ranged, Area, Environmental

Hold
Standard action, Ranged, Special

Illusion
Standard action, Ranged, Area, Environmental

Invisibility
Quick action, Self-only

Reflection
Free action, Self-only

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.

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.

vs

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.

vs

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

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

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