

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

| | | |
|--------------------|----------|---|
| Agility | 5 | <div><div></div><div></div><div></div><div></div><div></div></div> |
| Brawn | 6 | <div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
| Endurance | 6 | <div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
| Presence | 6 | <div><div></div><div></div><div></div><div></div><div></div><div></div></div> |
| Reason | 5 | <div><div></div><div></div><div></div><div></div><div></div></div> |
| Power Level | 6 | <div><div></div><div></div><div></div><div></div><div></div><div></div></div> |

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

Max Range: 100 m
Max Area: 10 m radius

SKILLS

Computing
Engineering
Hand-to-hand Combat
Medicine
Perception
Ranged Combat
Science (+)

GIFTS

Headquarters
Mental Calculator
Perfect Recall
Unsettling

POWERS

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

ULTRA-POWER: GENETIC MANIPULATION

| |
|---|
| Brawn Drain Standard action, Hand-to-hand, Alteration |
| Power Drain Standard action, Hand-to-hand, Alteration |
| Growth Ray Standard action, Ranged, Alteration |

Shapeshifting Ray
Standard action, Ranged, Alteration

Shrinking Ray
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

Enlightenment: The character's true calling is education and enlightenment, both their own and others'.
Ruthlessness: The character will allow no personal feelings or squeamishness to cloud their judgment.

Gruesome: Doctor Athanor is mad in shape and purpose.

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

OPPOSED ROLLS

Attacker (Action Total)

Defender (Target Number)

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

UNOPPOSED ROLLS

Action Total

Target Number

| Dice | plus | Skill (Attribute) | vs | Dice | plus | Difficulty Value (DV) |
|------|--------------------------------------|--------------------------------|----|------|--------------------------------------|--|
| 1d6 | Unskilled | Culture (Reason) | | 1d6 | Unskilled | 3 Moderately difficult |
| 2d6 | Skilled | Finesse (Agility) | | 2d6 | Skilled | 6 Remarkably difficult |
| 2d6 | Has Expertise (Re-roll 1s and 2s) | Performance (Presence) etc. | | 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 |

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 |

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 |