

# 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

<b>Agility</b>	<b>2</b>	
<b>Brawn</b>	<b>6</b>	
<b>Endurance</b>	<b>6</b>	
<b>Presence</b>	<b>7</b>	
<b>Reason</b>	<b>7</b>	
<b>Power Level</b>	<b>6</b>	

Max Range: 100 m  
 Max Area: 10 m radius

**Plot Points** **1**

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

## 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

## 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

## 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

## 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

## 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.

Base Character Points 75      Unspent Experience -5  
 Total Experience Points 5      Spent Experience 10  
 Character Points Spent 85      Total Character Points 85

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

## 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.

### 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.

### 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

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable

## SPENDING A PLOT POINT

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

## DIFFICULTY VALUE

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