



# TICKTOCKMAN MINUTEMAN

Real Name:   
 Player NPC   
 Origin: Equipped   
 Archetype: Pawn   
 Team Affiliation: Ticktockman's Minutemen   
 Base of Operations: New Orleans, LA, USA

## ATTRIBUTES DESCRIPTION MOTIVATIONS COMPLICATIONS

|             |   |  |
|-------------|---|--|
| Brawn       | 2 |  |
| Agility     | 2 |  |
| Reason      | 2 |  |
| Perception  | 2 |  |
| Willpower   | 2 |  |
| Prowess     | 3 |  |
| Accuracy    | 3 |  |
| Endurance   | 4 |  |
| Plot Points | 1 |  |

Normal Lift: 100 lbs (slender adult)  
 Max Lift: 225 lbs (typical adult)  
 Throws (50 lbs): 12 feet

Age  
 Nationality  
 Height  
 Weight  
 Hair  
 Eyes  
 Gender  
 Sexuality

Materialism: The character wants to amass great wealth.

Character Last Updated: 2014-12-05

## ADVANTAGES SKILLS

Athletics  
 Combat  
 Stealth  
 Survival

## POWERS

|               |   |  |
|---------------|---|--|
| Force Field   | 3 |  |
| Strike        | 3 |  |
| Super-running | 3 |  |
| Super-speed   | 3 |  |

## MOVEMENT

|      | Base Move | Double Move | All-out Move         |
|------|-----------|-------------|----------------------|
| Run  | 400 feet  | 800 feet    | 2,400 feet (300 mph) |
| Swim | 4 feet    | 8 feet      | 24 feet (3 mph)      |
| Jump | 6 feet    | 6 feet      | 6 feet               |

## EQUIPMENT

Cell Phone  
 Radio

Base Character Points 20      Unspent Experience 0  
 Total Experience Points 8      Spent Experience 8  
 Character Points Spent 28      Total Character Points 28

Attributes 16 + Skills 0 + Advantages 0 + Powers 12 = 28 / 28

# BENCHMARKS

| Rank | Breaks      | Lifts           | Throws        |                   | Base Move       |                  | Double Move      |                 | All-out Move |  |
|------|-------------|-----------------|---------------|-------------------|-----------------|------------------|------------------|-----------------|--------------|--|
|      |             |                 | (50 lbs)      | (radius or range) | Per Round       | Per Round        | Per Round        | Per Round       | MPH          |  |
| 1    | Cardboard   | 100 pounds      | 6 feet        | 50 feet           | 50 feet         | 100 feet         | 300 feet         | 30 mph          |              |  |
| 2    | Plastic     | 225 pounds      | 12 feet       | 100 feet          | 100 feet        | 200 feet         | 600 feet         | 70 mph          |              |  |
| 3    | Wood        | 450 pounds      | 25 feet       | 400 feet          | 400 feet        | 800 feet         | 2,400 feet       | 300 mph         |              |  |
| 4    | Bone        | 900 pounds      | 50 feet       | 1,600 feet        | 1,600 feet      | 3,200 feet       | 2 miles          | 1,000 mph       |              |  |
| 5    | Brick       | 2 tons          | 200 feet      | 1 mile            | 1 mile          | 2 miles          | 6 miles          | 4,000 mph       |              |  |
| 6    | Concrete    | 7 tons          | 800 feet      | 5 miles           | 5 miles         | 10 miles         | 30 miles         | 20,000 mph      |              |  |
| 7    | Stone       | 30 tons         | 4,000 feet    | 20 miles          | 20 miles        | 40 miles         | 120 miles        | 70,000 mph      |              |  |
| 8    | Ceramic     | 100 tons        | 3 miles       | 80 miles          | 80 miles        | 160 miles        | 480 miles        | 300,000 mph     |              |  |
| 9    | Steel       | 400 tons        | 10 miles      | 300 miles         | 300 miles       | 600 miles        | 1,800 miles      | 1,000,000 mph   |              |  |
| 10   | Diamond     | 2,000 tons      | 40 miles      | 1,200 miles       | 1,200 miles     | 2,400 miles      | 7,200 miles      | 5,000,000 mph   |              |  |
| 11   | Nanodiamond | 10,000 tons     | 300 miles     | 10,000 miles      | 10,000 miles    | 20,000 miles     | 60,000 miles     | 30,000,000 mph  |              |  |
| 12   | Stanlium    | 100,000 tons    | 3,000 miles   | 80,000 miles      | 80,000 miles    | 160,000 miles    | 480,000 miles    | 300,000,000 mph |              |  |
| 13   | Siegelite   | 1,000,000 tons  | 20,000 miles  | 600,000 miles     | 600,000 miles   | 1,200,000 miles  | 3,600,000 miles  | 0.9 c           |              |  |
| 14   | Kirbium     | 10,000,000 tons | 160,000 miles | 5,000,000 miles   | 5,000,000 miles | 10,000,000 miles | 30,000,000 miles | 0.99 c          |              |  |

**Breaks** indicates the strongest substance that the character would be able to break under normal circumstances. The thickness of the material and other factors make this a rough estimate.

**Lifts** indicates the greatest weight that the character can "clean and jerk" (pick up and lift overhead). A character carrying or supporting such a weight can take at most one or two steps per round. A character can move normally while carrying a weight corresponding to one rank less than their Brawn.

**Throws (50 lbs)** indicates the farthest distance that a character could throw a compact object weighing 50 lbs. To see how far a character can throw heavier objects, subtract the Brawn rank required to lift the object from the character's total Brawn rank. Look up the difference in the "Rank" column: this indicates how far the character can throw the object. For example, a character with rank 4 Brawn (the peak of human potential) could throw an object weighing 100 lbs (such as a cooperative slender human) up to 25 feet.

**Affects (radius or range)** indicates the radius around the character that they can affect with their powers if their powers affect a radius, or the maximum range of the power if it affects a single target. For example, (Element) Mastery can move or manipulate the chosen element within this area and can use the element to inflict direct damage to a target up to this distance away. The "radius" value is not used for powers that inflict damage directly unless they have been purchased with the Explosive Damage power enhancement.

## UNOPPOSED TASKS

| Task difficulty    | Examples   |
|--------------------|--|
| -- Easy            | Operate simple machines  |
| 9 Routine          | Understand and modify simple machines, operate current technology              |
| 12 Challenging     | Understand and modify current technology, operate advanced technology          |
| 15 Demanding       | Design and build current technology, understand and modify advanced technology |
| 18 Frustrating     | Design and build advanced technology, operate advanced alien technology        |
| 21 Nigh-impossible | Understand and modify advanced alien technology                                |

## OPPOSED TASK BONUSES

| Task roll bonus (attack bonus) | Circumstance                              |
|--------------------------------|---|
| +0                             | Defender is walking (base movement speed) |
| +3                             | Defender can't see the attacker           |
| +3                             | Defender is restrained                    |
| +3                             | Defender is surprised                     |
| +6                             | Defender is completely blind              |
| +6                             | Defender is unconscious or helpless       |

## TAKING THE AVERAGE

If the character is under no pressure, and there is either no penalty for failure or no time limit, then the player may choose to "take the average" rather than rolling. In effect, the player is assuming that they would roll average: 7. If the player chooses to take the average, the character does not attain an extreme success regardless of the difficulty.

Note that opposed rolls -- whether it is physical combat (such as a gunfight), psychic combat (such as a battle of wills), or a social conflict (such as a marital dispute) -- typically involve both a time limit and a penalty for failure, so taking the average is not an option.

## OPPOSED TASK PENALTIES

| Difficulty modifier (defense bonus) | Circumstance                              |
|-------------------------------------|---|
| +0                                  | Attacker is walking (base movement speed) |
| +3                                  | Attacker can't see the defender           |
| +3                                  | Attacker is restrained                    |
| +3                                  | Attacker is running (base move x2)        |
| +3                                  | Defender is sprinting (base move x6)      |
| +3                                  | Attacking a held item                     |
| +6                                  | Attacker is completely blind              |
| +6                                  | Attacker is sprinting (base move x6)      |

## TAKING THE MAX

If the character is under no pressure, there is no penalty for failure, and there is no time limit, the player may "take the max", and assume that they would roll the maximum amount: 12. In effect, the character is trying over and over until they do the best they are capable of doing. If the player chooses to take the max, the character does not attain an extreme success regardless of the difficulty.

Note that opposed rolls -- whether it is physical combat (such as a gunfight), psychic combat (such as a battle of wills), or a social conflict (such as a marital dispute) -- typically involve both a time limit and a penalty for failure, so taking the max is not an option.

## EXTREME SUCCESS

If the player's roll equals or exceeds the task difficulty, the character succeeds at the task in a completely satisfactory manner: the clue is found, the language is translated, or the lightning bolt hits its target. However, rolling higher than the required task difficulty may grant additional benefits. If the player rolls three or more over the task difficulty, the character achieves an extreme success. So if a character attempted a challenging task (task difficulty 12), and the player rolled 15 or more, this would be an extreme success.

**Overwhelming** An overwhelming attack adds one rank to the power, solely for the purposes of that attack. For attack powers that inflict damage, this means that the damage rating of the power is increased by one. If the overwhelming power normally inflicts Endurance damage, then the additional damage rating is also Endurance damage, and the character's protection powers, such as Invulnerability and Force Field, apply as usual to the total damage rating of the attack. For attacks that inflict some other form of damage or have some other effect, the total rank of the power is increased by one, with the commensurate effect on the target.

**Smashing** Only attacks that normally inflict Endurance damage can result in a smashing attack. If a smashing attack hits a character, the target of the attack may attempt a Brawn task roll to resist being smashed. The target rolls 2d6 and adds their Brawn; the task difficulty is 8 plus the rank of the attack power. If the target succeeds with their Brawn task roll, they shrug off the smashing portion of the attack with no ill effects. If the target fails their Brawn task roll, they are "smashed" and knocked backward a considerable distance. Compare the amount the target missed their roll by to the Benchmarks table. Look up the rank that matches the amount by which they missed the roll, and match that to the distance in the "Throws" column.

**Staggering** Only attacks that normally inflict Endurance damage can result in a staggering attack. If a staggering attack hits a character, the target of the attack may attempt a Willpower task roll to resist being staggered. The target rolls 2d6 and adds their Willpower; the task difficulty is 8 plus the rank of the attack power. If the target succeeds with their Willpower task roll, they shrug off the staggering portion of the attack with no ill effects. If the target fails their Willpower task roll, they are "staggered" and lose their next turn.

Any powers which must be activated, such as Force Field and Growth, normally turn off when a character is staggered. However, a staggered character may attempt a challenging Willpower task roll (task difficulty 12) to keep their powers activated while staggered. Any powers which are deactivated can't be turned back on until the character is able to take their next turn.