

Character Name: Runeforce
Alternate Identities: Aaron Sharpe
Player Name: Silkhide



CHARACTERISTICS					
Val	Char	Base Points		Total	Roll Notes
15	STR	10	5	15	12- HTH Damage 3d6 END [1]
14	DEX	10	8	14	12-
15	CON	10	5	15	12-
15	BODY	10	5	15	
14	INT	10	4	14	12- PER Roll 12-
13	EGO	10	3	13	12-
16	PRE	10	6	16	12- PRE Attack: 3d6
10	PD	2	8	10/30	10/30 PD (0/20 rPD)
10	ED	2	8	10/30	10/30 ED (0/20 rED)
5	SPD	2.0	30	5	Phases: 3, 5, 8, 10, 12
8	REC	4	4	8	
60	END	20	8	60	
40	STUN	20	10	40	
12"	Running	12	0	12m	
3"	Swimming	4	0	3m	
3"	Leaping	4	0	3m	153 Total Characteristics Points

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:

Spent:

Unspent:

Base Points:

Disad Points:

Total Points:

0

0

0

400

75

400

MOVEMENT

Type

Total

Run (12)

Swim (4)

H. Leap (4m)

V. Leap (2m)

Flight

Teleport

12m [24m NC]

3m [6m NC]

3m

1 1/2m

20m [640m NC]

56m [224m NC]

DEFENSES

Type

Amount

Physical Defense

Res. Phys. Defense

Energy Defense

Res. Energy Defense

Mental Defense

Power Defense

10/30

0/20

10/30

0/20

0

5

COMBAT INFORMATION

OCV: 8

DCV: 8

Combat Skill Levels:

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10
Targeting shot					OCV	Hit Location
Head shot (Head to Shoulders)					-4	1d6+3
High shot (Head to Vitals)					-2	2d6+1
Body shot (Hands to Legs)					-1	2d6+4
Low shot (Shoulders to Feet)					-2	2d6+7
Leg shot (Vitals to Feet)					-4	1d6+12

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SKILLS		
Cost	Name	
3	Inventor 12-	
3	Electronics 12-	
3	Teamwork 12-	
3	Bureaucratics 12-	
3	High Society 12-	
3	Oratory 12-	
18	Total Skills Cost	
PERKS		
Cost	Name	
11	Money: Filthy Rich	
6	Contact: Department of Defense (Contact has useful Skills or resources, Contact limited by identity), Organization Contact (x3) (6 Active Points) 11-	
9	Personal Assistant: Contact: Jamie Richards (Contact has access to major institutions, Contact is slavishly loyal to character) 14-	
26	Total Perks Cost	

POWERS		
Cost	Power	
50	Cosmic Powers: Multipower, 62-point reserve, (62 Active Points); all slots Only In Alternate Identity (-1/4)	
5f	1)	Cosmic Energy Field: Blast 10d6, Area Of Effect (4m Radius; +1/4) (62 Active Points); Only In Alternate Identity (-1/4) 6
5f	2)	Cosmic Pulse Blast: Blast 7d6, Autofire (3 shots; +1/4), Reduced Endurance (1/2 END; +1/2) (61 Active Points); Only In Alternate Identity (-1/4) 2
5f	3)	Cosmic Wall: Barrier 10 PD/15 ED, 10 BODY (up to 6m long, 3m tall, and 1m thick) (60 Active Points); Only In Alternate Identity (-1/4) 6
5f	4)	Paralysis: Entangle 3d6, 3 PD/3 ED, Takes No Damage From Attacks All Attacks, STR only to break out (+1) (60 Active Points); Only In Alternate Identity (-1/4) 6
48	Traveling through the Cosmos: Multipower, 60-point reserve, (60 Active Points); all slots Only In Alternate Identity (-1/4)	
5f	1)	Cosmic Flight: Flight 20m, x32 Noncombat, Reduced Endurance (0 END; +1/2) (60 Active Points); Only In Alternate Identity (-1/4) 0
5f	2)	Weak Wormhole: Teleportation 16m, x4 Increased Mass, Area Of Effect (1m Radius; +1/4), Usable Nearby (+1) (58 Active Points); Only In Alternate Identity (-1/4) 6
4f	3)	Personal Wormhole: Teleportation 40m, x4 Noncombat (45 Active Points); Only In Alternate Identity (-1/4) 4
55	Cosmic Shield: Resistant Protection (20 PD/20 ED/5 Power Defense) (69 Active Points); Only In Alternate Identity (-1/4) 0	
16	Last Gasp of a Dying Star: Regeneration (1 BODY per Turn) 0	
203	Total Powers Cost	

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DISADVANTAGES	
Cost	Disadvantage
20	Psychological Complication: Code Versus Killing (Common; Total)
20	Dependent NPC (Daughter): Sarah Sharpe Infrequently (Incompetent; Unaware of character's adventuring career/Secret ID)
20	Hunted (TBD): Infrequently (Mo Pow; NCI; Harshly Punish)
15	Social Complication: Aaron Sharpe (CEO of XPlore) Frequently, Major
75	Total Disadvantages Cost
APPEARANCE	
Hair Color: None	
Eye Color: Blue	
Height: 1.90 m	
Weight: 100.00 kg	
Description:	
BACKGROUND	
Aaron Sharpe is a wealthy entrepenuer, serial start-up founder, and current charmain of Xplore - a privately funded space exploration company. Soon after "The Vanishing", he secretly tsted one of his company's rockets, boarding an unmanned test flight into orbit. Once in orbit, the capsule experienced a technical malfunction when passing through an unexpected meteor shower. After hours offline, the capsule plummeted to the earth and was destroyed, but miraculously, Aaron Sharpe survived.	
Sharpe's personal assistant helped cover up the accident so that his company and the press would not finde out that he was onboard when the accident happened. The launch was a secret, only a handful of military officials authorized it - but they didn't know Sharpe was onboard the capsule...it wasn't supposed to be a manned mission.	
PERSONALITY	
Sharpe believes in the American dream - for everyone. He built his first company from nothing and believes in honesty and fairness. The current dicators have made "peace", but it makes his skin crawl thinking of the freedom (and lives) taken.	
Aaron has privately vowed to fight the injustice with all of his resources - privately forming alliances with "sympathetic" military officials and helping anyone willing to fight back against the new regimes.	
QUOTE	
"Justice isn't dead if we keep fighting for it!"	
POWERS/TACTICS	
The "metoer shower" was the last flare of a distant star that died millions of years ago. That energy has somehow embedded into Sharpe, transforming him into a super-powered Blaster. When Sharpe allows the energy to manifest, his entire body is covered in cryptic scripts and symbols - a long lost alien language. In this form, he goes by the name "Runeforce".	