

Character Name: Amon-Ra
AKA: Franklin Kinsey
Player: Tim Robertson



CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	15	5	12-	Lift: 200.0kg
DEX	15	10	12-	Initiative: 15
CON	15	5	12-	Stun Threshold: 15
INT	15	5	12-	PER Roll: 12-
EGO	15	5	12-	
PRE	15	5	12-	PRE Attack: 3d6
OCV	8	25		
DCV	9	30		
OMCV	4	3		
DMCV	4	3		
SPD	4	20		Phases: 3, 6, 9, 12
PD	8/23	6		8/23 PD (0/6 rPD)
ED	8/23	6		8/23 ED (0/6 rED)
REC	8	4		
END	45	5		
BODY	15	5		
STUN	36	8		
Run	12m	0		
Swim	4m	0		
Leap	4m	0		

Total Characteristic Points: 150

COMPLICATIONS

Complication	Points
Hunted: Cult of the Naga Infrequently (Mo Pow; NCI; Harshly Punish)	20
Psychological Complication: Obligated by his pact with Thoth to defeat the forces of chaos and disorder (Common; Strong)	15
Social Complication: Secret ID Frequently, Major	15
Watched: Ancient Gods Infrequently (Mo Pow; NCI)	10

Total Complication Points: 60

EXPERIENCE

Source	Points
Earned	58
Spent	59
Unspent	-1
Base Points	300
Complication Points	60
Total Points	359

SKILLS

Skill	Cost
Archaeologist	
1) Bureaucratics 12-	3
2) Concealment 12-	3
3) Forensic Medicine 12-	3
4) High Society 12-	3
5) KS: Egyptology 12-	3
6) Riding 12-	3
7) SS: Archaeology 12-	3
8) Security Systems 10-	2
9) TF: Riding Animals	2
10) Trading 12-	3
Everyhero	
1) Acting 8-	0
2) CK: New York 8-	0
3) Climbing 8-	0
4) Conversation 8-	0
5) Deduction 8-	0
6) PS: Professor 10-	0
7) Paramedics 8-	0
8) Persuasion 8-	0
9) Shadowing 8-	0
10) Stealth 8-	0
11) TF: Common Motorized Ground Vehicles	0
Linguist	3
1) Language: Arabic (Classical) (idiomatic)	3
2) Language: Atlantean (fluent)	1
3) Language: Egyptian, Ancient (idiomatic)	3
4) Language: English (idiomatic)	0
5) Language: Persian (Old) (fluent conversation)	1
Sorcerer	
1) Accurate Casting: +2 vs RMod with Sun Ray	2
1) Accurate Casting II: +1 with all magic	5
2) Analyze: Magic 8-	1
3) Power: Magic 12-	3
4) SS: Magic 12-	3
5) Teamwork 12-	2

Total Skills Cost: 56

TALENTS

Talent	Cost
Everyhero	
1) Heroic Action Points: 2 (Everyhero)	0
Eidetic Memory	5
Lightning Calculator	3

Total Talents Cost: 8

PERKS

Perk	Cost
Contact: God of Rationality and Wisdom (Thoth, Nabu, Apollo, etc) (Contact has extremely useful Skills or resources), Spirit Contact (+2) (15 AP); OIF Unbreakable (Helm of the Moon; -½ 11-	10
Fringe Benefit: Passport	1
Money: Well Off	2
Team Base Contribution	1

Total Perks Cost: 14

POWERS

Power	Cost	END
Spells: MP, 52-point reserve, (50 AP); Full Phase (Activate, -¼); all Gestures (-¼), Inc (-¼)	30	
1) Blessing of Health: Healing BODY 3d6, Can Regrow Limbs, Reduced Endurance (0 END; +½) (52 AP); OAF (Ointments and Herbs; -1), Extra Time (FPh, -½), Concentration, Must Concentrate throughout use of Constant Power (½ DCV; -½) Notes: You anoint the target w/ special ointments and herbs to increase the rate at which they heal. It takes a full phase and significant concentration (reducing you to ½ DCV) to complete the process. After which they regain 3d6 AP of BODY (3d6/2) and any missing/damaged limbs can be regrown.	1f	0
2) Eyes of the Owl: Nightvision (5 AP) Notes: Your eyes take on an owl-like appearance allowing you to see in the dark.	1f	0
3) Judgement Gaze: Detect Chaos Corruption 12- (Sight Group) (5 AP) Notes: Your eyes glow w/ the power of the sun allowing you to see the corrupting tint of Chaos around you.	1f	0
4) Moon Paths: TPort 10m, x2 Increased Mass, x256 Noncombat (50 AP) Notes: You vanish in a coherent ray of moonlight and reappear in a similar beam elsewhere. You can take one person with you.	3f	5
5) Mystic Vision: Detect Magic 12- (Sight Group), Discriminatory, Analyze, Tracking (25 AP) Notes: Your eyes glow w/ a ghostly blue light allowing you to see the patterns of magic around you. You can even trace the path of a magical spell and recognize the workings of different casters you've encountered before.	2f	0
6) Shield of the Winds: Barrier 10 PD/10 ED, 0 BODY (up to 3m long, 2m tall, and ½m thick), Non-Anchored (48 AP); Costs END (to maintain; -½), Restricted Shape (½ Globe; -¼) Notes: You summon a swirling wind which can deflect attacks and trap foes.	2f	5
7) Warning Signs: Danger Sense (self only, any danger, Function as a Sense) (30 AP) 15- Notes: This spell surrounds you w/ an invisible ward that can alert you to danger.	2f	
8) Weaken Chaos: Drain 3d6, Chaos Powers (One at a Time; +½) (45 AP) Notes: You summon the power of Order as mystical bands of blinding light, which seek out and attempt to obliterate Chaos. You must specify the power/spell you are attacking.	3f	4
Staff of the Sun: MP, 50-point reserve, (50 AP); all OAF Unbreakable (-1), UniPow (-¼)	22	
1) Concealing Mirage: Invisibility to Sight Group, Personal Immunity (+¼), Usable Simultaneously (all targets within 10m of Granter; +1¼), Granter pays END, Granter controls power, Recipient must remain within 10m of Granter (50 AP) Notes: You bend the light around you to conceal everyone standing within 10 meters of you. So long as they stay within that radius, they will remain unseen. Everyone within the radius are able to see out of the sphere and can see each other.	2f	5
2) Heat Mirage: Sight Group Images, +/-5 to PER Rolls, AoE (4m Radius; +¼) (31 AP) Notes: By manipulating the light in an area, you can generate an image no larger than 4m in radius.	1f	3
3) Hit w/ Staff: HA +4d6, Reduced Endurance (0 END; +½) (30 AP); HtH Attack (-¼) Notes: You smack a fool.	1f	0
3) Sunburst: Blast 8d6, Area of Effect (4m Radius, +¼) (50 AP) Notes: You send forth a spark that bursts into a 4m radius globe of seering heat.	2f	5
4) Sun Beam: Blast 8d6, Armor Piercing (+¼) (50 AP) Notes: You focus a narrow beam of intense sunlight to melt its way through targets.	2f	5
5) Sun Flare: Flash (Sight): 10d6 (50 AP) Notes: You generate a bright flash of sunlight directly at a target's eyes to dazzle them.	2f	5
6) Sun Ray: Blast 10d6 (50 AP) Notes: You collect and focus the sun's rays in a beam of burning heat.	2f	5
7) Sun's Warmth: LS (Safe in Intense Cold; Safe in Intense Heat), Usable Nearby (+1 ¼), Grantor pays the END whenever the power is used, Grantor ctrl's the power totally (9 AP) Notes: You call upon the warmth of the sun to protect those around you from extreme temperatures.	1f	0
Gear		
1) Radio: Radio P/T (Radio Group) (10 AP); OIF (attached to collar; -½), Sense Affected as Hearing as well as Radio (-½)	7	0
Magic Items		
1) Amulet of Shielding: (Total: 36 Active Cost, 24 Real Cost) RProt (6 PD/6 ED) (18 AP); OIF (-½) (Real Cost: 12) PLUS +9 PD (9 AP); OIF (-½) (Real Cost: 6) PLUS +9 ED (9 AP); OIF (-½) (Real Cost: 6)	24	0
2) Cape of the Winds: Flight 24m, Position Shift (29 Active Points); OIF (-1/2) Notes: 28.8 (57.6) kph / 17.9 (35.8) mph	19	3
3) Helm of the Moon: Sight Group FlsD (5 pts) (5 AP); OIF Unbreakable (-½)	3	0

Total Power pts: 131



COMBAT SHEET

CURRENT STATUS

STAT	MAXIMUM	CURRENT
END	35	
BODY	15	
STUN	36	
RECOVERY	8	
STUN THRESHOLD	15	

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Bock Attacks, Abort
Brace	0	+0	½	+2 vs RMod
Choke	½	-2	-2	NND 1d6, Grab Neck, Prevent speaking
Cover	½	-2	+0	Target held at "gunpoint"
Disarm	½	-2	+0	Disarm, STR vs STR
Dive for Cover	½	+0	+0	Move, Abort, Fall Prone
Dodge	½	+0	+3	Dodge Attacks, Abort
Grab	½	-1	-2	Grab 2 limbs, can Squeeze, Slam or Throw
Grab By	½*	-3	-4	Move & Grab, +v/10 to STR
Haymaker	½#	+0	-5	+4 Damage Classes, +1 Segment to perform
Hipshot	½	-1	+0	+1 Initiative
Hurry	½	-2	-2	+1d6 to Initiative
Move By	½*	-2	-2	(STR/2) + (v/10)d6, attacker takes 1/3
Move Through	½*	-v/10	-3	STR + (v/6)d6, attacker takes ½
Multiple Attack	1	var	½	Attack multiple times
Pulling a Punch	½	-1/5d6	+0	Strike, normal STUN damage, ½ Body damage
Roll With a Punch	½	-2	-2	"Block" after being hit, take ½ damage, Abort
Set	1	+1	+0	Ranged attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Snapshot	1	-1	+0	Strike then duck behind cover
Strafe	½	-v/6	+2	Make Ranged attack while moving
Strike	½	+0	+0	STR or weapon
Supress	½	-2	+0	Continuous fire through area, must use Autofire
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Target falls

* - May be performed after a Full Move.
- Attack lands at end of following Segment.

COMBAT VALUES

Combat Value	Full [Roll]	Half [Roll]	Zero [Roll]
Physical OCV	8 [19-]	4 [15-]	0 [11-]
Physical DCV	9	5	0
Mental OCV	4 [15-]	2 [13-]	0 [11-]
Mental DCV	4	2	0

Combat Skill Levels

+1 with all magic
+2 vs RMod with Sun Ray

MOVEMENT

Movement	Combat [Non-Combat]
Run	12m [24m]
Swim	4m [8m]
H. Leap	4m [8m]
V. Leap	2m [4m]
Flight	24m [48m]
Teleport	10m [2560m]

RANGE MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10

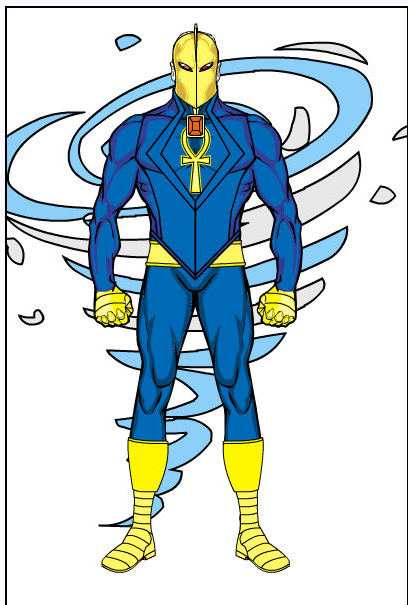
ATTACKS

Attack	Damage	Stun X	Range	OCV	DCV	END	Notes
Unarmed	3d6	+0	0m	+0	+0	1	HtH
Heat Mirage	image	+0	250m	+0	+0	3	+/-5 PER; 4m Radius
Hit with Staff	7d6	+0	0m	+0	+0	1	HA
Sunburst	8d6	+0	500m	+0	+0	5	AoE (4m)
Sun Beam	8d6	+0	500m	+0	+0	5	Armor Piercing
Sun Flare	10d6f	+0	500m	+0	+0	5	Flash vs Sight
Sun Ray	10d6	+0	500m	+0	+0	5	Blast
Weaken Chaos	3d6	+0	300m	+0	+0	4	Drain vs Chaos Powers; One at a time

DEFENCES

Totals					
PD 8/23	rPD 0/6	ED 8/23	rED 0/6	MD 0	PowD 0
Defence	Description				
Amulet of Shielding	Resistant Protection (6 PD/6 ED); OIF PLUS +9 PD; OIF PLUS +9 ED; OIF				
Helm of the Moon	Sight Group Flash Defense (5); OIF Unbreakable				
Shield of the Winds	Barrier 10 PD/10 ED, 0 BODY (up to 6m long, 2m tall, and ½m thick), Non-Anchored; Costs Endurance to maintain, Restricted Shape (Globe)				

BACKGROUND



APPEARANCE

Hair Color: Brown **Eye Color:** Brown **Height:** 6' 6" **Weight:** 216 lbs

Description:

PERSONALITY

ORIGIN

Nazis killed his wife.

POWERS