

Character Name: **Spiritual Warrior**
 AKA: Kent Christiansen
 Genre: Superheroic
 Campaign: **TASK FORCE**



CHARACTERISTICS

Val	Char	Base	Cost	Roll
30	STR	10	20	15-
20	DEX	10	20	13-
23	CON	10	13	14-
13	INT	10	3	12-
18	EGO	10	8	13-
25	PRE	10	15	14-
8	OCV	3	25	
8	DCV	3	25	
9	OMCV	3	18	
9	DMCV	3	18	
6/26	PD	2	4	
5/25	ED	2	3	
5	SPD	2.0	30	
13	REC	4	9	
60	END	20	8	
15	BODY	10	5	
54	STUN	20	17	
13m	Run	12	1	
4m	Swim	4	0	
4m	Leap	4	0	

Total 242

Summary
 Lift: 1600.0kg
 Initiative: 38
 Stun Threshold: 23
 Perception Roll: 12-

 PRE Attack: 5d6
 STR Dmg: 6d6
 STR END: 3

 6/26 PD • 0/20 Res. PD
 5/25 ED • 0/20 Res. ED
 Phases: 3, 5, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	242
Power Points:	141
Talent Points:	3
Martial Art Points:	0
Skill Points:	28
Perk Points:	86
Total Points:	500

MOVEMENT

Type	Top Speed
Run	13m [26m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	60m [120m NC]

INFORMATION

Eye Color: Brown
Height: 2.00 m
Hair Color: Blond
Weight: 130.00 kg

Appearance

Built like a tall football player. Tends to wear suits or other clothes that de-emphasise this in real life. Think of a clean-shaven Chris Hemsworth from "Thor" and you'll be pretty close.

As Spiritual Warrior, his eyes are blazing white and pupilless. He wears what appears to be golden, fully-articulated plate armor underneath a white cloak that billows like wings when the wind catches it right.

Background

It ended up being the journey of a lifetime for Kent Christiansen -- but not exactly the way he had envisioned it.

Kent was with a tour group in Israel following his graduation from Seminary and before he took a job with Carrolton Park Church outside Dallas. Underneath the ruins of the Temple, he was trailing the tour group reading his brochures when he suddenly registered that the passage the rest of the tour had just taken in front of him wasn't there anymore. The passage instead continued on straight ahead, lit by soft white light with no discernable source. More fascinated than scared, he continued on down the passage.

After what seemed to be a long time to him, the passage expanded out into

some sort of a chamber. Sitting on what appeared to be a rough-hewn altar of solid rock appeared to be an old man of indeterminate background, robed in anachronistic clothes yet with a palpable aura of power that struck fear into the deepest parts of Kent's spirit. Frightened, he fell to his knees at the entrance to the chamber.

"Do not be afraid, Kent Christiansen," the man said, "We both serve the same God."

"Who are you?!?"

"You may call me Khereviel," the man replied, "You have indeed been blessed by our Maker, for you are only the third mortal to perceive me as I used to be."

"Why?"

"God has created you with great power, Kent Christiansen. It is now time for you to claim your gift and use it to bring Him glory."

"And how am I supposed to do that?"

Smiling, Khereviel laid a hand on his forehead. There was a blinding flash, and when Kent's vision cleared, he appeared to be clad in weightless gold plate armor and a white cloak. An enormous sword sat on the altar where Khereviel had been.

((pick me up)), Khereviel's voice said in Kent's head.

"Where'd you go?!?" Kent asked, looking around the chamber frantically.

((I am still on the altar))

"You're the SWORD?!?"

((it is the form to which I was assigned when I was sent to your world))

Fascinated, Kent reached out his hand. The sword immediately leapt off the altar, and its hilt smacked into his hand. For a sword so enormous, it seemed light as a feather to him.

"Okay, God wants me to be a shining knight with a holy sword..." Kent murmured in shock.

((you will be far, FAR more than that. You can now do all things through Him who gives you strength))

"Like if I want to take this armor off..."

With a flash of power, Kent was in the clothes he was originally wearing, and Khereviel was gone.

"Hey! Where'd you go?"

((I am across your back and invisible to human senses. Don't you think it's time you rejoined your tour group?))

"I don't know where I am right NOW, let alone where they..."

(zzzzZZZZZAP!!)

"...went?"

"Oh, there you are Kent! Thought we'd lost you at the last bend!"

Kent was now back with his tour group.

For three years, the Dallas-Fort Worth area was filled with hushed stories and urban legends about a glowing angel-like being with a huge sword that would appear to fight the evil of organizations such as DEMON and the supervillain Dark Seraph. Finally, in 1982, the urban legends were shown to be true as that being stood alongside various other novice superheroes to oppose VIPER's takeover and destruction of a struggling high-tech firm in Plano ("You All Meet in a Lab"). That being took his place in TASK FORCE as the superhero Spiritual Warrior.

The rest, as they say, is history.

Personality

He's previously acted only at God's instruction. Being a superhero -- let alone, part of a TEAM of superheroes -- is a very new experience to him.

Quotes

Spiritual Warrior

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	23	STUN:
Melee Damage	6d6	
Physical Defense	6/26	/54
Res. Phys. Defense	0/20	END:
Energy Defense	5/25	
Res. Energy Defense	0/20	/60
Mental Defense	0	BODY:
Power Defense	0	/15

COMBAT VALUES

OCV: 8 **DCV: 8**
OMCV: 9 **DMCV: 9**

Combat Skill Levels

+2 Overall, Time Limit (1 Minute; +1/2), Usable Simultaneously (up to 8 people at once; +1) (60 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24

Initiative and Action Phases

DEX: 38 **Action Phases: 3, 5, 8, 10, 12**

COMBAT MODIFIERS

Range 0-8m 9-16m 17-32m 33-64m 65-125m 129-250m
RMOD 0 -2 -4 -6 -8 -10

ATTACK POWERS

Name	Effect	END
	6d6 Drain	6
Holy Light	9d6 Flash	6
Instill Calm	12d6 Mind Control	6
Protection from Evil	1d6+1 Drain	0
Stunning Light	6d6 Blast	6
	(25 STR) Telekinesis	6
Instant Change	1d6 Transform	1

DEFENSE POWERS

Name	Effect	Defense	END
	Barrier	24	6
Holy Aura	Resistant Protection	40	0
	Flash Defense	10	0

SENSORY POWERS

Name	Effect	END
	14- Detect	0
	Mind Link	0

Spiritual Warrior

POWERS

END	Description	Cost
	Faith: Variable Power Pool (Magic Pool), 48 base + 60 control cost, Powers Can Be Changed As A Half-Phase Action (+1/2), No Skill Roll Required (+1) (123 Active Points); all slots Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4)	78
6	1) Aid TBD 10d6 (60 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24 <i>Notes: Usually STR, but has been known to boost PRE</i>	0
6	2) Drain 6d6 (60 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24	0
	3) Eloquence: +8 with Conversation, Oratory, and Persuasion rolls, Time Limit (10 Minutes; +1) (48 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 19	0
6	4) Holy Light: Sight Group Flash 9d6, Armor Piercing (+1/4) (56 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 22	0
6	5) Instill Calm: Mind Control 12d6 (Human class of minds) (60 Active Points); Set Effect (Calmness and tranquility; -1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 20	0
0	6) Protection from Evil: Drain BODY, SPD, DCV, OCV 1d6+1, Area Of Effect (4m Radius; +1/4), Penetrating (+1/2), Reduced Endurance (0 END; +1/2), Constant (+1/2), Any 4 Characteristics at once (+1/2) (55 Active Points); Only Affects Evil Beings (-1/2), No Range (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 16	0
6	7) Stunning Light: Blast 6d6, Attack Versus Alternate Defense (Sight Flash Defense; +1) (60 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24	0
6	8) Telekinesis (25 STR), Area Of Effect (4m Radius; +1/4), Selective (+1/4) (58 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 23	0
6	9) Barrier 24 PD, 0 BODY (up to 3m long, 3m tall, and 1/2m thick), Dismissable, Non-Anchored (58 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 23	0
	10) Blessing: +2 Overall, Time Limit (1 Minute; +1/2), Usable Simultaneously (up to 8 people at once; +1) (60 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24	0
0	11) Detect Magic A Class Of Things 14- (Unusual Group), Discriminatory, Analyze (17 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 7	0
0	12) Mind Link , Human class of minds, One Specific Mind, No LOS Needed, Number of Minds (x8) (30 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 12	0
	13) Gift of Tongues: Universal Translator 12- (20 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 8	0
6	14) Teleportation 60m (60 Active Points); Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only with God's Permission (-1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24	0

0	Holy Aura: Resistant Protection (20 PD/20 ED) (60 Active Points); Only In Alternate Identity (-1/4), Nonpersistent (-1/4)	40
	<i>Divine Form</i> , all slots Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	
	1) Lightning Reflexes (+9 DEX to act first with All Actions) (9 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	4
0	2) Providence of God: Life Support (Immunity All terrestrial diseases; Immunity: All terrestrial poisons; Longevity: 1600 Years; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat) (20 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	10
0	3) Sight Group Flash Defense (10 points) (10 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	5
1	Instant Change: Cosmetic Transform 1d6 (Normal person into superhero, Reverse application of power), Trigger (Activating the Trigger requires a Zero Phase Action, Trigger resets automatically, immediately after it activates; +3/4) (5 Active Points); Limited Target ([Slightly Limited]); Current Wardrobe; -1/4)	4
Total Powers Cost		141

TALENTS

Description	Cost
Unearthly Beauty: +1/+1d6 Striking Appearance (vs. all characters)	3
Total Talents Cost	
	3

Spiritual Warrior

SKILLS

Roll	Description	Cost
	+1 with all Intellect Skills	4
14-	Conversation	3
14-	Oratory	3
14-	Persuasion	3
11-	AK: Israel	2
11-	CK: DFW Metroplex	2
	Scholar	3
12-	1) KS: Arcane and Occult Lore (3 Active Points)	2
12-	2) KS: Christian Theology (3 Active Points)	2
12-	3) KS: Religious/Demonic Superhumans (3 Active Points)	2
12-	4) KS: The Bible (3 Active Points)	2
Total Skills Cost		28

PERKS

Description	Cost	
Kherviel: Follower <i>Notes: Considered inaccessible since it has the ability to teleport into his hand</i>	70	
PRIMUS-Sanctioned Superhero: Fringe Benefit: Federal/National Police Powers, Passport, Security Clearance	7	
Licensed Christian Minister: Fringe Benefit: Priest, Right to Marry: Can perform the marriage ceremony	4	
Trigmesitus Council: Contact: Alexander Gordon (Contact has significant Contacts of his own, Contact has very useful Skills or resources) 11-	5	
Total Perks Cost		86

COMPLICATIONS

Description	Points	
Distinctive Features: Touched by God (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Uncommonly-Used Senses)	15	
Hunted: DEMON Infrequently (Mo Pow; NCI; Harshly Punish)	20	
Psychological Complication: Must Help Those in Need (Common; Strong)	15	
Psychological Complication: Overprotective of Carrolton Park Church (Uncommon; Strong) <i>Notes: I tried costing the church out as DNPC's. That would have been at least 70 points, which would have worked as late as FRed...</i>	10	
Social Complication: Secret Indentity Frequently, Major	15	
Total Complications Points		75

Spiritual Warrior**INFORMATION****Powers/Tactics**

When creating a power out of his VPP against an opponent for the first time, he'll generally create it with 9 DC at 1/2 END. *Really* tough opponents get 12 DC at full END cost. Against known evil supervillains such as the Crowns of Krim, Khereviel comes out immediately.

Campaign Use