KA: I ienre	cter Na Kent Ch : Super aign: T	ristian heroic	sen		I Wa	arrior	Coher
CH	ARAC	TER	ISTI	CS			CHARACTER IMAGE
Val	Char	Base	Cost	Roll		Summary	
30	STR	10	20	15-		Lift: 1600.0kg	
20	DEX	10	20	13-		Initiative: 38	
23	CON	10	13	14-		Stun Threshold: 23	
13	INT	10	3	12-		Perception Roll: 12-	States
18	EGO	10	8	13-			
25	PRE	10	15	14-		PRE Attack: 5d6	
8	OCV	3	25			STR Dmg: 6d6	
8	DCV	3	25			STR END: 3	
9	OMCV		18				
9	DMCV	-	18				
5/26		2	4			6/26 PD • 0/20 Res. PD	
5/25		2	3			5/25 ED • 0/20 Res. ED	
	SPD	2.0	30			Phases: 3, 5, 8, 10, 12	All All
	REC	4	9				
	END	20	8				- Aran
	BODY		5				
	STUN	20	17				
	Run	12	1				
	Swim	4	0				
/							
4M	Leap	4	0				
4M	Leap	4 Total	-				
E)	(PER	Total	242	DINT			FORMATION
E) otal	(PER earned:	Total	242	DINTS	0	Eye Color: Brown	Height: 2.00 m
E) otal pent	KPER earned:	Total	242	DINTS		Eye Color: Brown Hair Color: Blond	Height: 2.00 m Weight: 130.00 kg
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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

	сом	BAT	MA	NEUVERS	
Maneuver	Phase	οςν	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		
Haymaker	1∕2*			+4 DC attack damage	
Move By	1/2	-2	-2	STR/2 + v/10, you take	1/3
Move Through	1⁄2	-v/10	-3	STR + v/6	
Multiple Attack	1			Attack multiple times	
Set	1	+1		Ranged Attacks only	
Shove	1⁄2	-1		Push 1m per 5 STR	
Strike	1/2	+0			
Throw	1/2	+0		······	
Trip	1⁄2	-1	-2	Knock target prone	
	AT	TAC	KP	OWERS	
Name		Ef	fect		EN
		6d6	6 Dra	in	6
Holy Light		9d6	6 Flas	sh	6
Instill Calm		120	l6 Mi	nd Control	6
Protection fro	m Evil	1d6	5+1[Drain	0
Stunning Ligh	t	6d6	Blas	st	6
5 5		(25	STR) Telekinesis	6
Instant Chang	e			nsform	1
				POWERS	
Name		Effec		Defense	EN
Name		Barrie		24	6
				= -	
Holy Aura				Protection 40	0
		Flash			0
	SEN	120	RY	POWERS	
Name		Effe	ect		EN
		14- C	Detec	t	0
		Minc	d Linl	<	0

Res. Phys. Defense 0/20 END: Energy Defense 5/25 Res. Energy 0/20 /6 Defense 0 BODY: Power Defense 0 72 COMBAT VALUES 0 72 OCV: 8 DCV: 8 0 OMCV: 9 DMCV: 9 0 Combat Skill Levels +2 Overall, Time Limit (1 Minute; +1/2), Usable 5 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), Onl with God's Permission (-1/2), Only In Alternate Identity (-1/4) Unified Power (-1/4) Real Cost: 24 Initiative and Action Phases	Туре		COM	IDAI	STAT	S			
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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), Onl 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, COMBAT MODIFIERS Range 0-8m 9-16m 17-32m 33-64m 65-125m 129-250	(0CV: 8					D	CV: 8	
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Simultaneously (up to 8 people at once; +1) (60 Active Points); Lockout (Can only use one of each type of power a the same time (offensive/defensive/movement); -1/2), Onl 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, COMBAT MODIFIERS Range 0-8m 9-16m 17-32m 33-64m 65-125m 129-250			Comb	at Ski	ll Leve	alc			
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-	Points the sa with G	ultaneous); Lockout ame time od's Perm Un Ini	II, Time L ly (up to (Can onl (offensive ission (-1, ified Pow	imit (1 8 peopl y use o 2/defens /2), Onl er (-1/4 and A	le at on ne of e sive/mo y In Alt) Real (ction l	a +1/2) ace; +1 ach typ ovemer ernate Cost: 24 Phase) (60 be of it); -1 Iden 1 s	Active power L/2), Or tity (-1	e nly /4
RMOD 0 -2 -4 -6 -8 -10	Points the sa with G	ultaneous); Lockout ame time od's Perm Un Ini 38	II, Time L sly (up to c (Can onl (offensive ission (-1, ified Pow tiative a	imit (1 8 peopl y use o /defens /2), Onl er (-1/4 and Acti	e at on ne of e sive/mo y In Alt) Real (ction I on Ph	+1/2) ace; +1 ach typ vemer ernate Cost: 24 Phase ases:) (60 be of it); -1 Iden 1 s	Active power L/2), Or tity (-1	e nly /4
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ND	Description	Cos
	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	 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 Notes: Usually STR, but has been known to boost PRE 	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
5	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	C
5	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	C
)	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 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	C
;	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	C
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	C
5	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	C
	 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 	C
)	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	C
)	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	C
	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	C
5	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	C

	Total Talents Cost	3
Une	arthly Beauty: +1/+1d6 Striking Appearance (vs. all characters)	3
Desc	ription	Cost
TAI	ENTS	
	Total Powers Cost	141
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
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
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
	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
	Divine Form, all slots Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	
0	Holy Aura: Resistant Protection (20 PD/20 ED) (60 Active Points); Only In Alternate Identity (-1/4), Nonpersistent (-1/4)	40

Spiritual Warrior SKILLS Roll Description Cost +1 with all Intellect Skills 4 14- Conversation 3 3 14- Oratory 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 2) KS: Christian Theology (3 Active Points) 2 12-12-3) KS: Religious/Demonic Superhumans (3 Active Points) 2 12-4) KS: The Bible (3 Active Points) 2 **Total Skills Cost** 28 PERKS Description Cost Khereviel: Follower 70 Notes: Considered inaccessible since it has the ability to teleport into his hand 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 5 useful Skills or resources) 11-**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) 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	10
Social Complication: Secret Indentity Frequently, Major	15
Total Complications Points	75

Spiritual Warrior	
INFORMATION	
P	owers/Tactics
When creating a power out of his VPP against an o 1/2 END. *Really* tough opponents get 12 DC at fu Crowns of Krim, Khereviel comes out immediately.	pponent for the first time, he'll generally create it with 9 DC at Il END cost. Against known evil supervillains such as the
c	ampaign Use