

Character Name: **Powerfist**
 AKA: Andy Marcino
 Genre: Superheroic
 Campaign: **TASK FORCE**



CHARACTERISTICS

Val	Char	Base Cost	Roll	Summary
15/60	STR	10	5 12- / 21-	Lift: 200.0kg/102.4tons
23	DEX	10	26 14-	Initiative: 43
18/33	CON	10	8 13- / 16-	Stun Threshold: 18/33
13	INT	10	3 12-	Perception Roll: 12-
13	EGO	10	3 12-	
20/30	PRE	10	10 13- / 15-	PRE Attack: 4d6/6d6
6/13	OCV	3	15	STR Dmg: 3d6/12d6
6/10	DCV	3	15	STR END: 1/3
3	OMCV	3	0	
4	DMCV	3	3	
8/38	PD	2	6	8/38 PD • 0/30 Res. PD
6/36	ED	2	4	6/36 ED • 0/30 Res. ED
3/6	SPD	2.0	10	Phases: 4, 8, 12/2, 4, 6, 8, 10, 12
6/26	REC	4	2	
30/105	END	20	2	
12	BODY	10	2	
30/70	STUN	20	5	
19m	Run	12	7	
4m	Swim	4	0	
24m	Leap	4	10	
Total 136				

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	100
Spent:	100
Unspent:	0
Base Points:	500
Complication Points:	15
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Characteristic Points:	136
Power Points:	340
Talent Points:	21
Martial Art Points:	56
Skill Points:	38
Perk Points:	9
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Total Points:	600

MOVEMENT

Type	Top Speed
Run	19m [38m NC]
Swim	4m [8m NC]
H. Leap	24m [48m NC]
V. Leap	12m [24m NC]
Teleport	30m [30m NC]

INFORMATION

Eye Color: gray
Hair Color: black

Height: 1.83 m
Weight: 85.00 kg

Appearance

In secret ID, his hair is long and black and his eyes are steel-gray. In superhero ID, his hair is gold and spiky, his eyes are an almost fluorescent blue, and he is surrounded by an aura almost too brilliant to look at.

Background

There is a dojo in Richardson, TX which only takes a single student a decade. The sensei (Alexander Gordon, a close relative of Virginia Gordon (Ishikawa) is a member of the Trigemestrius Council. The student is one capable of channeling the mystic supercharging which he has codified as a sub-discipline of Kung Fu

Andy Marcino, reporter for WFAA-TV (Channel 8), was his student in the 1980's.

Was a solo superhero from 1984-1988 in the Dallas area. Joined TASK FORCE for the story 'Day of the Destroyer', died on Amchitka Island 12/5/1988.

Personality

Spent so much time focused on his career that when he started interacting with an established superteam (TASK FORCE) he found it overwhelming.

He is bisexual, and found himself attracted to both Ladyhawk and Starforce during his time with TASK FORCE

Quotes

Powerfist**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
Block	1/2	+2	+2	Block, Abort
Disarm	1/2	-1	+1	Disarm; 25 STR / 70 STR to Disarm roll
Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Escape	1/2	+0	+0	30 STR / 75 STR vs. Grabs
Flying Kick	1/2	+1	-2	7d6 / 16d6 Strike Grab Two Limbs, 25
Joint Lock/Grab	1/2	-1	-1	STR / 70 STR for holding on
Kick	1/2	-2	+1	7d6 / 16d6 Strike
Knife Hand	1/2	-2	+0	HKA 2d6 +1 / HKA 5d6 +1
Legsweep	1/2	+2	-1	4d6 / 13d6 Strike, Target Falls
Punch	1/2	+0	+2	5d6 / 14d6 Strike
Throw	1/2	+0	+1	3d6 / 12d6 +v/10, Target Falls
Tien-hsueh Strike	1/2	-1	+1	2d6 NND
Tiger/Dragon Claw	1/2	+0	+0	7d6 / 16d6 Crush, Must Follow Grab
Uproot/Sand Palm	1/2	+0	+0	30 STR / 75 STR to Shove

ATTACK POWERS

Name	Effect	END
	STR	2
Wave Motion Blast	20d6 Blast	10
Wave Motion Barrage	8d6 Blast	4
	3d6 (3d6+1 / 5d6	
Lung Châ€™uan (Dragon Fist)	w/STR) Killing Attack - Hand-To-Hand	9
Five Phoenix Strike	10d6 Hand-To-Hand Attack	10

DEFENSE POWERS

Name	Effect	Defense	END
Flesh Like Iron	Damage	0	0

COMBAT STATS

Type	Base/Total	Current	Vitals
Stunned Threshold	18/33		STUN:
Melee Damage	3d6/12d6		
Physical Defense	8/38		/30/70
Res. Phys. Defense	0/30		END:
Energy Defense	6/36		
Res. Energy Defense	0/30		/30/105
Mental Defense	10		BODY:
Power Defense	15		/12

COMBAT VALUES

OCV: 6/13	DCV: 6/10
OMCV: 3	DMCV: 4
Initiative and Action Phases	
DEX: 43	Action Phases: 4, 8, 12/2, 4, 6, 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

Name	Effect	Defense	END
	Negation		
Tortoise's Shell Technique	Mental Defense	10	1
Supreme Warrior's Aura	Resistant Protection	75	11
SENSORY POWERS			
Name	Effect		END

Powerfist**POWERS**

END	Description	Cost
0	Flesh Like Iron: Damage Negation (-6 DCs Physical) (30 Active Points); Only Works Against Martial Arts Attacks (-1/2), Requires A Roll (CON; Must be made each Phase/use; -1/2), Does Not Work Against Dim Mak (-1/4)	13
1	Tortoise's Shell Technique: Mental Defense (10 points total) (10 Active Points); Costs Endurance (-1/2)	7
11	Supreme Warrior's Aura: Resistant Protection (30 PD/30 ED/15 Power Defense) (114 Active Points); Costs Endurance (Only Costs END to Activate; -1/4), Perceivable (-1/4) <i>Supreme Warrior</i> , all slots Linked (Supreme Warrior's Aura; -1/2)	76
2	1) +45 STR, Reduced Endurance (1/2 END; +1/4) (56 Active Points); Linked (Supreme Warrior's Aura; -1/2)	37
	2) Lightning Reflexes (+10 DEX to act first with All Actions) (10 Active Points); Linked (Supreme Warrior's Aura; -1/2)	7
	3) +15 CON (15 Active Points); Linked (Supreme Warrior's Aura; -1/2)	10
	4) +10 PRE (10 Active Points); Linked (Supreme Warrior's Aura; -1/2)	7
	5) +7 OCV (35 Active Points); Linked (Supreme Warrior's Aura; -1/2)	23
	6) +4 DCV (20 Active Points); Linked (Supreme Warrior's Aura; -1/2)	13
	7) +3 SPD (30 Active Points); Linked (Supreme Warrior's Aura; -1/2)	20
	8) +20 REC (20 Active Points); Linked (Supreme Warrior's Aura; -1/2)	13
	9) +75 END (15 Active Points); Linked (Supreme Warrior's Aura; -1/2)	10
	10) +40 STUN (20 Active Points); Linked (Supreme Warrior's Aura; -1/2)	13
	Ch'i Powers: Multipower, 100-point reserve, (100 Active Points); all slots Gestures (Requires both hands; -1/2), Linked (Supreme Warrior's Aura; -1/2), Cannot Be Bounced Or Spread (-1/4)	44
10	1) Wave Motion Blast: Blast 20d6 (100 Active Points); Gestures (Requires both hands; -1/2), Linked (Supreme Warrior's Aura; -1/2), Cannot Be Bounced Or Spread (-1/4)	4f
4	2) Wave Motion Barrage: Blast 8d6, Autofire (5 shots; +1/2), Reduced Endurance (1/2 END; +1/2), Penetrating (+1/2) (100 Active Points); Gestures (Requires both hands; -1/2), Linked (Supreme Warrior's Aura; -1/2), Cannot Be Bounced Or Spread (-1/4)	4f
9	3) Lung Ch'uan (Dragon Fist): Killing Attack - Hand-To-Hand 3d6 (3d6+1 / 5d6 w/STR), Penetrating (+1/2), +2 Increased STUN Multiplier (+1/2) (90 Active Points); Gestures (Requires both hands; -1/2), Linked (Supreme Warrior's Aura; -1/2), Cannot Be Bounced Or Spread (-1/4)	4f
10	4) Five Phoenix Strike: Hand-To-Hand Attack +10d6, Variable Advantage (+1/2 Advantages; +1) (100 Active Points); Gestures (Requires both hands; -1/2), Linked (Supreme Warrior's Aura; -1/2), Hand-To-Hand Attack (-1/4), Cannot Be Bounced Or Spread (-1/4)	4f
	Movement Powers: Multipower, 40-point reserve, (40 Active Points); all slots Linked (Supreme Warrior's Aura; -1/2)	27
4	1) Ultimate Dodging Technique: Desolidification (40 Active Points); Only To Protect Against Limited Type Of Attack (-1), Linked (Supreme Warrior's Aura; -1/2)	2f
4	2) Flash Step: Teleportation 30m, No Relative Velocity (40 Active Points); Linked (Supreme Warrior's Aura; -1/2), Must Pass Through Intervening Space (-1/4), no Noncombat movement (-1/4)	2f
Total Powers Cost		340

TALENTS

Description	Cost	
Combat Sense 12-	15	
+2/+2d6 Striking Appearance (vs. all characters)	6	
Total Talents Cost		21

MARTIAL ARTS

Description	Cost
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Kung Fu (Wu Shu)

1)	Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
2)	Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 25 STR / 70 STR to Disarm roll	4
3)	Dodge 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4
4)	Escape 1/2 Phase, +0 OCV, +0 DCV, 30 STR / 75 STR vs. Grabs	4
5)	Flying Kick 1/2 Phase, +1 OCV, -2 DCV, 7d6 / 16d6 Strike	5
6)	Joint Lock/Grab 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 25 STR / 70 STR for holding on	3
7)	Kick 1/2 Phase, -2 OCV, +1 DCV, 7d6 / 16d6 Strike	5
8)	Knife Hand 1/2 Phase, -2 OCV, +0 DCV, HKA 2d6 +1 / HKA 5d6 +1	4
9)	Legsweep 1/2 Phase, +2 OCV, -1 DCV, 4d6 / 13d6 Strike, Target Falls	3
10)	Punch 1/2 Phase, +0 OCV, +2 DCV, 5d6 / 14d6 Strike	4
11)	Throw 1/2 Phase, +0 OCV, +1 DCV, 3d6 / 12d6 +v/10, Target Falls	3
12)	Tien-hsueh Strike 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND	4
13)	Tiger/Dragon Claw 1/2 Phase, +0 OCV, +0 DCV, 7d6 / 16d6 Crush, Must Follow Grab	4
14)	Uproot/Sand Palm 1/2 Phase, +0 OCV, +0 DCV, 30 STR / 75 STR to Shove	4
	Weapon Element Weapon Element: Staffs	1
	Total Martial Arts Cost	56

Powerfist**SKILLS**

Roll	Description	Cost
14-	Breakfall	3
12-	Analyze: Combat	3
13- (15-)	Conversation	3
	Defense Maneuver I-IV	10
10-	High Society	2
11-	CK: DFW Metroplex	2
13- (15-)	Oratory	3
13- (15-)	Persuasion	3
11-	PS: TV Reporter	2
13- (15-)	Streetwise	3
	WF: Common Melee Weapons	2
	WF: Common Martial Arts Melee Weapons	2
Total Skills Cost		38

PERKS

Description	Cost
Money: Well Off	1
Contact: Local DFW Politician TBD (Contact has access to major institutions, Contact limited by identity) 11-	2
Sensei: Contact: Alexander Gordon (Contact has significant Contacts of his own, Contact has very useful Skills or resources, Good relationship with Contact) 11-	6
Total Perks Cost	9

COMPLICATIONS

Description	Points
Social Complication: Secret Identity Frequently, Major	15
Total Complications Points	15

Powerfist

INFORMATION

Powers/Tactics

Campaign Use

A Dragonball Z-inspired superhero.