

Character Name: **Spiritual Warrior**

AKA: Kent Christiansen

Genre: Superheroic

Campaign: **Task Force****CHARACTERISTICS**

Val	Char	Base	Cost	Roll	Summary
30	STR	10	20	15-	Lift: 1600.0kg
20	DEX	10	20	13-	Initiative: 40
28	CON	10	18	15-	Stun Threshold: 28
13	INT	10	3	12-	Perception Roll: 12-
18	EGO	10	8	13-	
35	PRE	10	25	16-	PRE Attack: 7d6
10	OCV	3	35		STR Dmg: 6d6
10	DCV	3	35		STR END: 3
10	OMCV	3	21		
10	DMCV	3	21		
10/40	PD	2	8		10/40 PD • 0/30 Res. PD
6/36	ED	2	4		6/36 ED • 0/30 Res. ED
6	SPD	2.0	40		Phases: 2, 4, 6, 8, 10, 12
20	REC	4	16		
90	END	20	14		
15	BODY	10	5		
78	STUN	20	29		
13m	Run	12	1		
4m	Swim	4	0		
4m	Leap	4	0		
Total 323					

CHARACTER IMAGE**EXPERIENCE POINTS**

Total earned:	250
Spent:	250
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	323
Power Points:	284
Talent Points:	3
Martial Art Points:	0
Skill Points:	50
Perk Points:	90

Total Points: 750**MOVEMENT**

Type	Top Speed
Run	13m [26m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	50m [100m NC]
Teleport	18m [36m NC]

INFORMATION**Eye Color:** Brown**Hair Color:** Blond**Height:** 2.00 m**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 Kherviel," 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, Kherviel 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 Kherviel had been.

((pick me up)), Kherviel'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 Kherviel 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..."

(zzzzzzZZZZZAP!!)

"...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

Quotes

(said to Takofanes in "Heart of Darkness") "This is GOD'S world, abomination! You shall not pass!!"

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

ATTACK POWERS

Name	Effect	END
Divine Hindrance	4d6 Drain	6
Holy Light	10d6 Flash	3
Instill Calm	12d6 Mind Control	6
Stunning Light	6d6 Blast	3
	(30 STR) Telekinesis	7
Protection from Evil	1d6 Drain	0
Instant Change	1d6 Transform	1

DEFENSE POWERS

Name	Effect	Defense	END
	Deflection	0	0
Forcewall	Barrier	20	7
Holy Aura	Resistant Protection	80	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Damage Reduction	0	0

SENSORY POWERS

Name	Effect	END
	14- Detect	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	28	STUN:
Melee Damage	6d6	
Physical Defense	10/40	/78
Res. Phys. Defense	0/30	END:
Energy Defense	6/36	
Res. Energy Defense	0/30	/90
Mental Defense	10	BODY:
Power Defense	10	/15

COMBAT VALUES**OCV: 10****DCV: 10****OMCV: 10****DMCV: 10****Combat Skill Levels**

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

Initiative and Action Phases**DEX: 40****Action Phases: 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

Spiritual Warrior**POWERS**

END	Description	Cost
	Faith: Variable Power Pool (Magic Pool), 60 base + 75 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) (172 Active Points); all slots Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4)	105
	Notes: Not a complete list.	
3	1) Aid TBD 10d6, Reduced Endurance (1/2 END; +1/4) (75 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 30	0
	Notes: Usually goes to STR, but has used it on SPD or PRE before	
6	2) Be Healed: Healing Simplified Healing 6d6 (60 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24	0
6	3) Divine Hindrance: Drain 4d6, Characteristics (+1/2) (60 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24	0
	4) Eloquence: +8 with Conversation, Oratory, and Persuasion rolls, Time Limit (10 Minutes; +1) (48 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 19	0
3	5) Holy Light: Sight Group Flash 10d6, Armor Piercing (+1/4), Reduced Endurance (1/2 END; +1/4) (75 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 30	0
6	6) Instill Calm: Mind Control 12d6 (Human class of minds) (60 Active Points); Set Effect (Calmness and tranquility; -1/2), Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 20	0
3	7) Stunning Light: Blast 6d6, Reduced Endurance (1/2 END; +1/4), Attack Versus Alternate Defense (Sight Flash Defense; +1) (67 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 27	0
7	8) Telekinesis (30 STR), Area Of Effect (4m Radius; +1/4), Selective (+1/4) (67 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 27	0
	9) Blessing: +2 Overall, Time Limit (1 Minute; +1/2), Usable Simultaneously (up to 8 people at once; +1) (60 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 24	0
0	10) Detect Magic A Class Of Things 14- (Unusual Group), Discriminatory, Analyze (17 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 7	0
	11) Gift of Tongues: Universal Translator 12- (20 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 8	0
0	12) Deflection , Reduced Endurance (0 END; +1/2), Area Of Effect (32m Radius; +1) (50 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 20	0
	Notes: Uses this to keep Dark Seraph from killing the party-goers in "Crowns of Krim"	
7	13) Forcewall: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and 1/2m thick), Dismissable, Non-Anchored (70 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 28	0
6	14) Flight 50m, Combat Acceleration/Deceleration (+1/4) (62 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 25	0

7	15) Teleportation 18m, x8 Increased Mass, MegaScale (1m = 10 km; +1 1/4) (74 Active Points); Only When Serving God's Purpose (-1/2), Lockout (Can only use one of each type of power at the same time (offensive/defensive/movement); -1/2), Only In Alternate Identity (-1/4), Unified Power (-1/4) Real Cost: 30 Notes: Good enough to teleport TASK FORCE up to 180 km (360 km noncombat)	0
0	Holy Aura: Resistant Protection (30 PD/30 ED/10 Mental Defense/10 Power Defense/15 Flash Defense: Sight Group) (Protect Carried Items) (154 Active Points); Only In Alternate Identity (-1/4), Nonpersistent (-1/4) <i>Divine Form</i> , all slots Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	103
0	1) Protection from Evil: Drain BODY, SPD, DCV, OCV 1d6, 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) (42 Active Points); Only Affects Evil Beings (-1/2), No Range (-1/2), Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Notes: We're talking supernatural-based evil. This will affect Takofanes or any of the Crowns of Krim, but NOT Doctor Destroyer	14
0	2) Lightning Reflexes (+10 DEX to act first with All Actions) (10 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	5
0	3) Mental Damage Reduction, 50% (30 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	15
0	4) Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	15
0	5) Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	15
0	6) 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	Instant Change: Cosmetic Transform 1d6 (Normal person into superhero, Reverse application of power) (3 Active Points); Limited Target ([Slightly Limited]; Current Wardrobe; -1/4) Notes: This is how he teleports everyone's suits on their bodies (including Starforce [!:]) when Ranger calls "Phonebooth" I'm sure anal-retentive GM's would INSIST that this be a teleport usable as attack...	2
Total Powers Cost		284

TALENTS

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

Spiritual Warrior**SKILLS**

Roll	Description	Cost
	+2 with all Intellect Skills	8
	+2 with all VPP attacks	10
13-	Breakfall	3
16-	Conversation	3
16-	Oratory	3
16-	Persuasion	3
11-	PS: Pastor	2
13-	Teamwork	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		50

PERKS

Description	Cost
Kherviel: Follower	70
Notes: <i>Considered inaccessible since it has the ability to teleport into his hand</i>	
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
Reputation: Christian Superhero (A large group) 11-, +2/+2d6	4
Total Perks Cost	90

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)	10
Notes: <i>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>	
Social Complication: Secret Identity 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 12 DC at 1/2 END. *Really* tough opponents get 15 DC at full END cost. Against known evil supervillains such as the Crowns of Krim, Khereviel comes out immediately.

His "Protection From Evil" aura, as with Khereviel's Deadly Blow, only works against the evil supernatural. Thus, it works against Damon Harrington ("The Evil of Doctor Destroyer"), Takofanes ("Heart of Darkness"), or Dark Seraph ("Crowns of Krim"), but not against Doctor Destroyer ("The Paradox of Doctor Destroyer", "Operation Phoenix", "The Battle of Detroit")

Campaign Use