

Character Name: **Spiritual Warrior**
 AKA: Kent Christiansen
 Genre: Superheroic
 Campaign: **Task Force**



CHARACTERISTICS

Val	Char	Base	Cost	Roll	Summary
30/60	STR	10	20	15- / 21-	Lift: 1600.0kg/102.4tons
20	DEX	10	20	13-	Initiative: 50
38	CON	10	28	17-	Stun Threshold: 38
13	INT	10	3	12-	Perception Roll: 12-
18	EGO	10	8	13-	
40	PRE	10	30	17-	PRE Attack: 8d6
10	OCV	3	35		STR Dmg: 6d6/12d6
10	DCV	3	35		STR END: 3
10	OMCV	3	21		
10	DMCV	3	21		
12/42	PD	2	10		12/42 PD • 0/30 Res. PD
8/38	ED	2	6		8/38 ED • 0/30 Res. ED
6	SPD	2.0	40		Phases: 2, 4, 6, 8, 10, 12
30	REC	4	26		
90	END	20	14		
20	BODY	10	10		
80	STUN	20	30		
19m	Run	12	7		
4m	Swim	4	0		
4m	Leap	4	0		
Total 364					

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	500
Spent:	470
Unspent:	30
Base Points:	500
Complication Points:	75
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Characteristic Points:	364
Power Points:	428
Talent Points:	3
Martial Art Points:	0
Skill Points:	80
Perk Points:	95
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Total Points:	970

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 Helmsworth 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.

MOVEMENT

Type	Top Speed
Run	19m [38m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	50m [100m NC]
Teleport	25m [50m NC]

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..."

(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

In spite of the fact not everyone on TASK FORCE is a believer or practicing Christian, he is the team member everyone else will go to if they need advice on something in real life or as a superhero.

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
Cure Blindness	6d6 Transform	6
Cure Poison	6d6 Transform	6
Cure Illness	6d6 Transform	6
Divine Hindrance	9d6 Drain	9
Holy Light	10d6 Flash	3
Instill Calm	18d6 Mind Control	9
Stunning Light	6d6 Blast (30 STR) Telekinesis STR	3 9
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	38	STUN:
Melee Damage	6d6/12d6	
Physical Defense	12/42	/80
Res. Phys. Defense	0/30	END:
Energy Defense	8/38	
Res. Energy Defense	0/30	/90
Mental Defense	10	BODY:
Power Defense	10	/20

COMBAT VALUES

OCV: 10	DCV: 10
OMCV: 10	DMCV: 10

Combat Skill Levels

+4 Overall+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), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 30

Initiative and Action Phases

DEX: 50 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), 90 base + 90 control cost, No Skill Roll Required (+1), Powers Can Be Changed As A Zero-Phase Action (+1) (225 Active Points); all slots Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	157
	Notes: NOT a complete list. Sized to run at least two powers simultaneously.	
3	1) Aid TBD 12d6, Reduced Endurance (1/2 END; +1/4) (90 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 45	0
6	2) Be Healed: Healing Simplified Healing 6d6 (60 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 30	0
6	3) Cure Blindness: Major Transform 6d6 (blind being into sighted being, any natural means that would cause loss of sight) (60 Active Points); Limited Target (once sighted but now blind beings; -1), No Range (-1/2), Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 17	0
6	4) Cure Poison: Major Transform 6d6 (poisoned person to well person) (60 Active Points); No Range (-1/2), Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 24	0
6	5) Cure Illness: Major Transform 6d6 (sick person to well person) (60 Active Points); Extra Time (Extra Segment, -1/2), No Range (-1/2), Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 20	0
9	6) Divine Hindrance: Drain TBD 9d6 (90 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 45	0
	7) Eloquence: +8 with Conversation, Oratory, and Persuasion rolls, Time Limit (10 Minutes; +1) (48 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 24	0
3	8) 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), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 37	0
9	9) Instill Calm: Mind Control 18d6 (Human class of minds) (90 Active Points); Set Effect (Calmness and tranquility; -1/2), Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 36	0
3	10) 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), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 33	0
9	11) Telekinesis (30 STR), Alterable Size, Fine Manipulation, Area Of Effect (4m Radius; +1/4), Selective (+1/4) (90 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 45	0
9	12) Turn Undead: +90 PRE (90 Active Points); Only for Turning Undead (-1), Costs Endurance (-1/2), Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 26	0
	13) 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), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 30	0
0	14) Detect Magic A Class Of Things 14- (Unusual Group), Discriminatory, Analyze (17 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 8	0
	15) Gift of Tongues: Universal Translator 12- (20 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 10	0
0	16) Deflection , Reduced Endurance (0 END; +1/2), Area Of Effect (32m Radius; +1) (50 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 25	0
	Notes: Uses this to keep Dark Seraph from killing the party-goers in "Crowns of Krim"	
7	17) 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), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 35	0
6	18) Flight 50m, Combat Acceleration/Deceleration (+1/4) (62 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 31	0

9	19) Teleportation 25m, x8 Increased Mass, MegaScale (1m = 10 km; +1 1/4) (90 Active Points); Only When Serving God's Purpose (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4) Real Cost: 45 <i>Notes: Good enough to teleport TASK FORCE up to 250 km (500 km noncombat)</i>	0
0	Holy Aura: Resistant Protection (30 PD/30 ED/10 Mental Defense/10 Power Defense/10 Flash Defense: Sight Group) (Protect Carried Items), Hardened (+1/4), Impenetrable (+1/4), Allocatable (+1/4) (254 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)	169
	1) +30 STR, Reduced Endurance (0 END; +1/2) (45 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	22
	2) Lightning Reflexes (+15 DEX to act first with All Actions) (15 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	7
0	3) 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)	14
0	4) 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	5) Mental Damage Reduction, 50% (30 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	15
0	6) 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	7) Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Holy Aura; -1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	15
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		428

TALENTS

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

Spiritual Warrior

SKILLS

Roll	Description	Cost
	+4 Overall	48
13-	Breakfall	3
17-	Conversation	3
17-	Oratory	3
17-	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		80

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- Reputation: Christian Superhero (A large group) 14-, +3/+3d6	5 9	
Total Perks Cost		95

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 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 and 0 END. If they shrug that off, he then goes to 15 DC at 1/2 END. *Really* tough opponents get 18 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

Believed dead 7/23/1992 ("The Battle of Detroit"). He was holding Doctor Destroyer when the Zeta Cannon was activated. Died for real 3/1/2012 saving Earth from Doctor Destroyer's post-Leap Day deadman's switch ("The Prisoner of Doctor Destroyer")

This is the character sheet he used for both stories referenced above.