Character Name: **Ghostbane**
AKA: Jason Kayami
Genre: Superheroic
Campaign: **TASK FORCE:TNG**

HERO GAMES

CHARACTERISTICS

Val	Char	Base	Cost	Roll
60	STR	10	50	21-
18	DEX	10	16	13-
50	CON	10	40	19-
13	INT	10	3	12-
18	EGO	10	8	13-
20	PRE	10	10	13-
10	OCV	3	35	
10	DCV	3	35	
3	OMCV	3	0	
8	DMCV	3	15	
12/32	PD	2	10	
10/30	ED	2	8	
5	SPD	2.0	30	
22	REC	4	18	
90	END	20	14	
18	BODY	10	8	
72	STUN	20	26	
15m	Run	12	3	
4m	Swim	4	0	
12m	Leap	4	4	
	Total	**333**		

Summary

Lift: 102.4tons
Initiative: 28
Stun Threshold: 50
Perception Roll: 12-

PRE Attack: 4d6
STR Dmg: 12d6
STR END: 6

12/32 PD • 0/20 Res. PD
10/30 ED • 0/20 Res. ED
Phases: 3, 5, 8, 10, 12

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	300
Spent:	300
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	333
Power Points:	281
Talent Points:	46
Martial Art Points:	0
Skill Points:	75
Perk Points:	65
Total Points:	**800**

INFORMATION

Eye Color: Brown   **Height:** 2.13 m
Hair Color: Brown   **Weight:** 160.00 kg

Background

Personality

Ghostbane is learning how to operate with non-magical supers for the first time in his life. It's a little intimidating working with living legends, but he's learning.

Quotes

MOVEMENT

Type	Top Speed
Run	15m [*30m NC*]
Swim	4m [*8m NC*]
H. Leap	12m [*24m NC*]
V. Leap	6m [*12m NC*]

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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
Active	2d6 Drain	
	2d6 Aid	0

DEFENSE POWERS

Name	Effect	Defense	END
Deflect	Damage Negation	0	0
Super-tough	Resistant Protection	20	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Power Defense	10	0
	Knockback Resistance	10	0
	Mental Defense	10	0

SENSORY POWERS

Name	Effect	END
Detect Magic	16- Detect	0

EQUIPMENT

Item	Stats	Range	END
Armor	Compound Power		0
Light Amplifiers	Nightvision		0
Polarized Lenses	(10 points) Flash Defense		0
Noise-canceling earbuds	(10 points) Flash Defense		0
Psionic Scrambler	25 points total Mental Defense		0
Now with Bluetooth (TM)	High Range Radio Perception		0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	50	STUN:
Melee Damage	12d6	
Physical Defense	12/32	/72
Res. Phys. Defense	0/20	END:
Energy Defense	10/30	
Res. Energy Defense	0/20	/90
Mental Defense	25	BODY:
Power Defense	20	/18

COMBAT VALUES

OCV: 10	DCV: 10
OMCV: 3	DMCV: 8

Combat Skill Levels

+2 with HTH Combat

Initiative and Action Phases

DEX: 28   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

Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1D6+3
High Shot (Head to Vitals)	-2	2D6+1
Body Shot (Hands to Legs)	-1	2D6+4
Low Shot (Shoulders to Feet)	-2	2D6+7*
Leg Shot (Vitals to Feet)	-4	1D6+12

*Treat a 19 as the Feet location

HIT LOCATIONS

3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

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POWERS

END	Description	Cost
0	**Efficient Musculature:** Reduced Endurance (1/2 END; +1/4) for up to 60 Active Points of STR (15 Active Points)	15
6	**Brick Tricks:** Variable Advantage (+1/2 Advantages; +1) for up to 60 Active Points of STR	60
	Magic Absorption: Multipower, 90-point reserve, (90 Active Points); all slots Only vs. Magic (-1)	45
0	1) **Deflect:** Damage Negation (-6 DCs Physical, -6 DCs Energy, -6 DCs Mental) (90 Active Points); Only vs. Magic (-1)	4f
	Notes: He has to use this slot when he has hit his passive absorption limit (60 BODY)	
0	2) **Passive:** Absorption 15 BODY (magic, Damage Negation), Increased Maximum (x4 points) (+1/2), Varying Effect (Physical or Energy; +3/4), Absorption As A Defense (Resistant; +1), Delayed Return Rate (points return at the rate of 5 per Minute; +1), Expanded Effect (x4 Characteristics or Powers simultaneously) (STR, Brick Tricks, END, STUN; +1 1/2) (86 Active Points); Only vs. Magic (-1)	4f
	Notes: If someone is stupid enough to keep blasting him with magic, max boost is +60 STR (with full variable advantage), +150 END, +60 STUN	
0	3) **Active:** (Total: 88 Active Cost, 31 Real Cost) Drain 2d6, Powers (any one Power at a time; +1/2), Reduced Endurance (0 END; +1/2) (40 Active Points); Only vs. Magic (-1), No Range (-1/2) (Real Cost: 11) **PLUS** Aid 2d6 (standard effect: same roll as Drain Dice), Reduced Endurance (0 END; +1/2), Trigger (Activating the Trigger is an Action that takes no time, Trigger resets automatically, immediately after it activates; when character uses Drain; +1), Expanded Effect (x4 Characteristics or Powers simultaneously) (STR, Brick Tricks, END, STUN; +1 1/2) (48 Active Points); Only to Aid Self (-1), Only vs. Magic (-1), Linked (Drain; -1/4) (Real Cost: 11)	3f
	Notes: On an average roll, expect +5 STR, +18 END, and +7 STUN/phase.	
0	**Super-tough:** Resistant Protection (10 PD/10 ED), Hardened (+1/4), Impenetrable (+1/4) (45 Active Points); Always On (-1/2)	30
	Super-tough, all slots Linked (Super-tough; -1/2)	
0	1) Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Super-tough; -1/2)	20
0	2) Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Super-tough; -1/2)	20
0	3) Power Defense (10 points) (10 Active Points); Linked (Super-tough; -1/2)	7
0	4) Life Support (Extended Breathing: 1 END per 5 Minutes; Safe in High Pressure; Safe in Low Pressure/Vacuum) (6 Active Points); Linked (Super-tough; -1/2)	4
0	Knockback Resistance -10m	10
0	Mental Defense (25 points total)	10
	Doesn't Intimidate: +20 PRE (20 Active Points); Only to Protect Against PRE Attacks (-1)	10
	Third Eye, all slots Unified Power (-1/4)	
0	1) **Detect Magic:** Detect A Class Of Things 16- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense (26 Active Points); Unified Power (-1/4)	21
	2) Combat Sense (Discriminatory, Sense) (22 Active Points); Unified Power (-1/4) 12-	18
	Total Powers Cost	**281**

EQUIPMENT

END	Item	Cost
0	**Armor:** (Total: 76 Active Cost, 51 Real Cost) Resistant Protection (10 PD/10 ED/10 Power Defense), Hardened (+1/4), Impenetrable (+1/4) (67 Active Points); OIF (-1/2) (Real Cost: 45) plus Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (-1/2) (Real Cost: 6)	$51
	Notes: Standard ProStar Tactical Armor. Their second best-selling product.	
	Mask, all slots OIF (-1/2), Unified Power (-1/4)	$30
	Notes: Modified ProStar Tactical Goggles. Their best-selling product.	

0	1)	**Light Amplifiers:** Nightvision (5 Active Points); OIF (-1/2), Unified Power (-1/4)
0	2)	**Polarized Lenses:** Sight Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)
0	3)	**Noise-canceling earbuds:** Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)
0	4)	**Psionic Scrambler:** Mental Defense (25 points total) (15 Active Points); OIF (-1/2), Unified Power (-1/4)
0	5)	**Now with Bluetooth (TM):** High Range Radio Perception (Radio Group) (12 Active Points); OIF (-1/2), Unified Power (-1/4)

TALENTS

Description	Cost
Deadly Blow: +3d6 (vs. demonic/undead creatures)	**36**
Lightning Reflexes (+10 DEX to act first with All Actions)	**10**
Total Talents Cost	**46**

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SKILLS

Roll	Description	Cost
	+2 with HTH Combat	16
13-	Breakfall	3
14-	Combat Driving	5
12-	KS: Motorcycles	3
13-	Mechanics	5
12-	Navigation (Land)	2
13-	Streetwise	3
	TF: Common Motorized Ground Vehicles, Agricultural & Construction Vehicles, Equines, Two-Wheeled Motorized Ground Vehicles	4
14-	Survival (Arctic/Subarctic, Temperate/Subtropical, Desert, Mountain)	12
12-	Systems Operation	3
13-	Teamwork	3
13-	Tracking	5
	Traveler	3
11-	1) AK: Canada (2 Active Points)	1
11-	2) AK: Navajo Nation (2 Active Points)	1
11-	3) AK: United States (2 Active Points)	1
11-	4) CuK: Native Americans/First Peoples (2 Active Points)	1
	Language: Navajo (completely fluent)	3
	Language: Spanish (basic conversation)	1
	Total Skills Cost	**75**

PERKS

Description	Cost
Equipment Points: 100	10
Ducati: Vehicle	15
DFW, Estes Park, or Necker Island: 3 Bases of up to 900 points **Notes:** *Split 6 ways*	40
Total Perks Cost	**65**

COMPLICATIONS

Description	Points
Distinctive Features: Holy aura (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort)	10
Hunted: DEMON 8- (As Pow; NCI; Kill)	15
Psychological Limitation: Code of the Hero (Very Common; Strong)	20
Psychological Limitation: Follower of Christianity (Common; Strong)	15
Social Limitation: Secret Identity (Frequently; Major)	15
Total Complications Points	**75**

Ghostbane

INFORMATION

Powers/Tactics

Learning to be inventive with using his great STR. He and Starforce have developed the "Pull" maneuver, where one throws his opponent into the air to be dealt with by the other. If Ghostbane calls it, Starforce basically martial throws his opponent into Ghostbane's fist. If Starforce calls it, Ghostbane throws his opponent up for some skeet shooting.

Campaign Use