



Character Name: **Grandfather**
 AKA: Rev. David Kayami
 Genre: Superheroic
 Campaign: **TASK FORCE:TNG**

CHARACTERISTICS

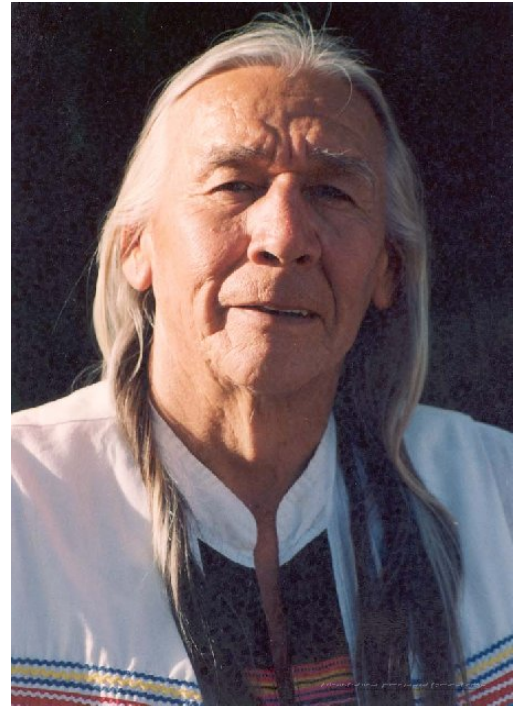
Val	Char	Base	Cost	Roll
15	STR	10	5	12-
18	DEX	10	16	13-
23	CON	10	13	14-
23	INT	10	13	14-
28	EGO	10	18	15-
30	PRE	10	20	15-
12	OCV	3	45	
12	DCV	3	45	
12	OMCV	3	27	
12	DMCV	3	27	
5/32	PD	2	3	
5/32	ED	2	3	
6	SPD	2.0	40	
10	REC	4	6	
30	END	20	2	
15	BODY	10	5	
56	STUN	20	18	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total 306				

Summary
 Lift: 200.0kg
 Initiative: 48
 Stun Threshold: 23
 Perception Roll: 14-

 PRE Attack: 6d6
 STR Dmg: 3d6
 STR END: 1

 5/32 PD • 0/27 Res. PD
 5/32 ED • 0/27 Res. ED
 Phases: 2, 4, 6, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	650
Spent:	650
Unspent:	0
Base Points:	650
Complication Points:	100
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Characteristic Points:	306
Power Points:	624
Talent Points:	105
Martial Art Points:	51
Skill Points:	155
Perk Points:	59
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Total Points:	1300

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	60m [120m NC]

INFORMATION

Eye Color: Brown
Hair Color: Gray

Height: 1.78 m
Weight: 73.00 kg

Appearance

Appears to be in his 50's. As is common with those touched by forces from beyond this reality, he's MUCH older than he appears. Commonly wears a brown duster, jeans, denim shirt, and beaten-up Stetson (when not wearing a motorcycle helmet).

Background

Probably born before 1800 -- the United States already existed when he was a child. Jason (Ghostbane) is definitely related to him; just not Grandfather-grandson.

Learned shamanism before his "Road to Damascus" experience. Has since forgotten most of it.

Was a codetalker for the Marines in WW2. As of 2014, he is the last surviving one.

Equally at home discussing motorcycles or theology

Personality

Enjoys biking with his grandson -- playfully insults him for his choice in bike. And yes, he goes to Sturgis once a year. To preach.

Quotes

"Predestination vs. Free Will is a long-standing debate in theological circles. Pass me the socket wrench, please."

Grandfather**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
Aikido Throw	1/2	+0	+1	8d6 +v/10, Target Falls
Boxing Cross	1/2	+0	+2	10d6 Strike
Choke	1/2	-2	+0	Grab One Limb; 4 1/2d6 NND
Escape	1/2	+0	+0	55 STR vs. Grabs
Hold	1/2	-1	-1	Grab Two Limbs, 50 STR for holding on
Judo Disarm	1/2	-1	+1	Disarm; 50 STR to Disarm
Karate Chop	1/2	-2	+0	HKA 3d6 +1
Kung Fu Block	1/2	+2	+2	Block, Abort

ATTACK POWERS

Name	Effect	END
Quarterstaff	4d6 Hand-To-Hand Attack Combat Skill Levels Custom Power	0
Instill Calm	16d6 Mind Control	4
Don't Do That	30d6 Dispel	0
Don't EVER Do That	12d6 Transform	18
Redirection	150 Active Points' worth Reflection	7
Sanctify Area	Change Environment	1
Sanctify Weapon	Change Environment	2
Cure Blindness	6d6 Transform	6
Cure Poison	6d6 Transform	6
Cure Illness	6d6 Transform	6
Forget	4d6 Transform	6
Protection From Evil	1d6+1 Drain	0

DEFENSE POWERS

Name	Effect	Defense	END
Deflecting Disk	Deflection	0	4
Warmth	Compound Power	0	0
Mantle Of Mastery	Resistant Protection	60	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	23	STUN:
Melee Damage	3d6	
Physical Defense	5/32	/56
Res. Phys. Defense	0/27	END:
Energy Defense	5/32	
Res. Energy Defense	0/27	/30
Mental Defense	15	BODY:
Power Defense	15	/15

COMBAT VALUES

OCV: 12	DCV: 12
OMCV: 12	DMCV: 12
Initiative and Action Phases	
DEX: 48	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

Name	Effect	Defense	END
	Damage Reduction	0	0
	Damage Reduction	0	0
	Damage Reduction	0	0

SENSORY POWERS

Name	Effect	END
I Can Read You Like a Book	14d6 Telepathy	0
Death Vigil	19- Detect	0
	14- Detect	0
	Clairsentience	6
Sense the Unholy	14- Detect	0
Smell Magic	14- Detect	0

Grandfather**POWERS**

END	Description	Cost
	Quarterstaff: (Total: 34 Active Cost, 11 Real Cost) Hand-To-Hand Attack +4d6, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), Required Hands (-1/2), STR Minimum (-1/2), Hand-To-Hand Attack (-1/4), Real Weapon (-1/4) (Real Cost: 8)	
0	PLUS +1 with any single attack (2 Active Points); OAF (-1) (Real Cost: 1)	11
	PLUS (2 Active Points) (Real Cost: 2)	
	Notes: <i>It's just a staff. So many opponents target it thinking it's a magical focus that the frequency of its replacement is a running joke</i>	
	Immense Presence: Multipower, 105-point reserve, all slots Invisible Power Effects (Inobvious to Mental Group; +1/4) (131 Active Points); all slots Extra Time (1 Minute, -1 1/2), Language Barrier (-1/2), Requires A Roll (PRE roll; -1/2), Eye Contact Required (-1/2)	33
0	1) I Can Read You Like a Book: Telepathy 14d6, Reduced Endurance (0 END; +1/2) (105 Active Points); Extra Time (1 Minute, -1 1/2), Receive Only (-1/2), Language Barrier (-1/2), Requires A Roll (PRE roll; -1/2), Eye Contact Required (-1/2)	2f
	Notes: <i>When you live for over 200 years, you tend to know a little bit about reading other people</i>	
4	2) Instill Calm: Mind Control 16d6 (Human class of minds), Reduced Endurance (1/2 END; +1/4) (100 Active Points); Extra Time (1 Minute, -1 1/2), Set Effect (calmness and tranquility; -1), Language Barrier (-1/2), Requires A Roll (PRE roll; -1/2), Eye Contact Required (-1/2)	2f
0	Endurance Reserve (24 END, 24 REC) (22 Active Points); Only for powers which operate by God's permission (-1/4)	33
	Notes: <i>(x6 number of items) The "Power of God" Multipower and the "Holy Theurgy" VPP are the power frameworks powered by this</i>	
	The Power of God: Multipower, 180-point reserve, (180 Active Points); all slots Only When Serving God's Will (-1/2)	120
0	1) Don't Do That: Dispel 30d6, Magic (+1/2), Reduced Endurance (0 END; +1/2) (180 Active Points); Only When Serving God's Will (-1/2)	12f
18	2) Don't EVER Do That: Major Transform 12d6 (strip target of one magic power, another application of power), Improved Results Group (any magic power; +1/4), Personal Immunity (+1/4) (180 Active Points); Only When Serving God's Will (-1/2)	12f
7	3) Redirection: Reflection (150 Active Points' worth), Reduced Endurance (1/2 END; +1/4), Any Target (+1/2) (175 Active Points); Only Works Against Magic (-1/2), Only When Serving God's Will (-1/2)	9f
0	4) Blessing of God: Aid 10d6, Any Characteristic or Power (+1/2), Reduced Endurance (0 END; +1/2), Delayed Return Rate (points return at the rate of 5 per Minute; +1) (180 Active Points); Only When Serving God's Will (-1/2)	12f
	Holy Theurgy: Variable Power Pool (Magic Pool), 40 base + 60 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) (130 Active Points); Magic only (-1/4); all slots Only When Serving God's Will (-1/2)	91
	Notes: <i>Not an exhaustive list. This is a catch-all for powers and abilities not covered under his other multipowers or lists</i>	
4	1) Deflecting Disk: Deflection, Trigger (Activating the Trigger is an Action that takes no time, Trigger resets automatically, immediately after it activates; +1) (40 Active Points); Only When Serving God's Will (-1/2) Real Cost: 27	0
1	2) Sanctify Area: Change Environment (Long-Lasting Permanent (until defiled), sanctify area), Reduced Endurance (1/2 END; +1/4), Area Of Effect (16m Radius; +3/4) (40 Active Points); Only When Serving God's Will (-1/2) Real Cost: 27	0
2	3) Sanctify Weapon: Change Environment (Normal object to Holy Object) (Long-Lasting 1 Hour, Varying Combat Effects) (20 Active Points); Only When Serving God's Will (-1/2) Real Cost: 13	0
6	4) Turn Undead: +60 PRE (60 Active Points); Only For Turning Undead (-1), Costs Endurance (-1/2), Only When Serving God's Will (-1/2), Incantations (-1/4) Real Cost: 18	0
4	5) Understand Tongues: Universal Translator 14-, Time Limit (20 Minutes; +1) (40 Active Points); Only When Serving God's Will (-1/2), Costs Endurance (Only Costs END to Activate; -1/4) Real Cost: 23	0

	6) Warmth: (Total: 40 Active Cost, 15 Real Cost) Life Support (Safe in Intense Cold), Usable Simultaneously (up to 8 people at once; +1) (4 Active Points); Only When Serving God's Will (-1/2), Time Limit (1 Day, +6 Hours per point the Skill Roll succeeds by; -1/4) (Real Cost: 2)	
0	PLUS	0
	Resistant Protection (12 ED), Usable Simultaneously (up to 8 people at once; +1) (36 Active Points); Only Vs Ice/Cold Attacks (-3/4), Only When Serving God's Will (-1/2), Linked (Life Support; -1/4), Time Limit (1 Day, +1 Day per point the Skill Roll succeeds by; -1/4) (Real Cost: 11) Real Cost: 15	
6	7) 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 Will (-1/2) Real Cost: 20	0
6	8) Cure Poison: Major Transform 6d6 (poisoned person to well person) (60 Active Points); No Range (-1/2), Only When Serving God's Will (-1/2) Real Cost: 30	0
6	9) 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 Will (-1/2) Real Cost: 24	0
6	10) Forget: Major Transform 4d6 (remove memories, a second application of this spell), Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4), Works Against EGO, Not BODY (+1/4) (60 Active Points); Limited Target (mental "objects" in the minds of sentient beings; -1/2), Extra Time (Full Phase, -1/2), Only When Serving God's Will (-1/2) Real Cost: 24	0
6	11) Restore Mind and Body: Healing TBD 6d6 (60 Active Points); Only When Serving God's Will (-1/2) Real Cost: 40	0
0	12) Death Vigil: Detect Time of Death 19- (no Sense Group) (8 Active Points); Extra Time (Extra Phase, -3/4), Only When Serving God's Will (-1/2) Real Cost: 3	0
0	13) Detect Spirits 14- (Unusual Group), Discriminatory, Analyze, Range, Targeting (30 Active Points); Only When Serving God's Will (-1/2) Real Cost: 20	0
3	14) Longer-Range Teleportation: MegaScale (1m = 100 km; +1 1/2) for up to 20 Active Points of Teleportation (30 Active Points); Only When Serving God's Will (-1/2) Real Cost: 20	0
4	15) Greater Mass Teleportation: up to x250 Increased Mass (40 Active Points); Only When Serving God's Will (-1/2) Real Cost: 27	0
1	16) Controlled Teleportation: No Relative Velocity (10 Active Points); Only When Serving God's Will (-1/2) Real Cost: 7	0
1	17) Safe Teleportation: Safe Blind Teleport (+1/4) for up to 48 Active Points of Teleportation (12 Active Points); Only When Serving God's Will (-1/2) Real Cost: 12	0
1	18) Shifting Teleportation: Position Shift (5 Active Points); Only When Serving God's Will (-1/2) Real Cost: 3	0
6	19) Clairvoyance (Sight And Hearing Groups), MegaScale (1m = 1 km; +1) (60 Active Points); Only When Serving God's Will (-1/2) Real Cost: 40	0
	Cannot be frightened: +30 PRE (30 Active Points); Only vs. PRE attacks (-1)	15
0	Mantle Of Mastery: Resistant Protection (15 PD/15 ED/15 Mental Defense/15 Power Defense), Allocatable (+1/4), Hardened (+1/4), Impenetrable (+1/4) (157 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (coloration of Mantle reveals caster's generally Good or Evil nature; -1/2), Nonpersistent (-1/4)	90
	<i>Providence of God</i> , all slots Linked (Mantle Of Mastery; -1/2), Only When Serving God's Will (-1/2)	
0	1) Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Mantle Of Mastery; -1/2), Only When Serving God's Will (-1/2)	15
0	2) Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Mantle Of Mastery; -1/2), Only When Serving God's Will (-1/2)	15
0	3) Mental Damage Reduction, 50% (30 Active Points); Linked (Mantle Of Mastery; -1/2), Only When Serving God's Will (-1/2)	15
0	4) Protection From Evil: Drain BODY and STUN 1d6+1, Expanded Effect (x2 Characteristics simultaneously) (+1/2), Area Of Effect (8m Radius; +1/2), Constant (+1/2), Reduced Endurance (0 END; +1/2), Penetrating (+1/2) (45 Active Points); Only Affects Evil Beings (see text; -1), No Range (-1/2), Linked (Mantle Of Mastery; -1/2), Only When Serving God's Will (-1/2)	13
0	5) 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), Difficult To Dispel (x2 Active Points; +1/4) (25 Active Points); Linked (Mantle Of Mastery; -1/2), Only When Serving God's Will (-1/2)	12

3	Basic Teleportation: Teleportation 60m, Reduced Endurance (1/2 END; +1/4) (75 Active Points); Unified Power (Four-Dimensional [Talent]; -1/4) <i>Notes: Any options he needs with it are added via his 'Holy Theurgy' VPP</i>	60
0	Sense the Unholy: Detect Infernal & Undead Beings 14- (Unusual Group), Discriminatory, Analyze, Range, Sense, Targeting	32
0	Smell Magic: Detect Magic 14- (Smell/Taste Group), Discriminatory, Range, Tracking	20
Total Powers Cost		624

TALENTS

Description	Cost	
Animal Friendship <i>Notes: One of the remnants of his old shamanistic abilities</i>	20	
Bump Of Direction	3	
Lightsleep	3	
<i>Four-dimensional, all slots Unified Power (-1/4)</i>		
1) Lightning Reflexes (+15 DEX to act first with All Actions) (15 Active Points); Unified Power (-1/4)	12	
2) Combat Luck (12 PD/12 ED) (24 Active Points); Unified Power (-1/4)	19	
3) Combat Sense (Discriminatory, Sense) (25 Active Points); Unified Power (-1/4) 17-	20	
4) Danger Sense (immediate vicinity, out of combat, Discriminatory, Function as a Sense) (35 Active Points); Unified Power (-1/4) 17-	28	
Total Talents Cost		105

MARTIAL ARTS

Description	Cost	
+5 HTH Damage Class(es) +5 HTH Damage Class(es)	20	
Weapon Element Weapon Element: Staffs	1	
Commando Training <i>Notes: Learned while he was a Marine in WW2</i>		
1) Aikido Throw 1/2 Phase, +0 OCV, +1 DCV, 8d6 +v/10, Target Falls	3	
2) Boxing Cross 1/2 Phase, +0 OCV, +2 DCV, 10d6 Strike	4	
3) Choke 1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 4 1/2d6 NND	4	
4) Escape 1/2 Phase, +0 OCV, +0 DCV, 55 STR vs. Grabs	4	
5) Hold 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 50 STR for holding on	3	
6) Judo Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 50 STR to Disarm	4	
7) Karate àœChopà€ 1/2 Phase, -2 OCV, +0 DCV, HKA 3d6 +1	4	
8) Kung Fu Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4	
Total Martial Arts Cost		51

Grandfather**SKILLS**

Roll	Description	Cost
	Wilderness Skills: +7 Concealment, Stealth, and Tracking (21 Active Points); Only In Natural Environments (-1)	10
14-	Analyze: Magic	3
15-	Animal Handler (Canines, Equines)	3
13-	Breakfall	3
15-	Bribery	3
13-	Combat Driving <i>Notes: Motorcycles. Duh...</i>	3
14-	Concealment	3
15-	Conversation	3
14-	Cryptography <i>Notes: WW2 Codetalker. Double Duh...</i>	3
14-	Deduction	3
	Defense Maneuver I-IV <i>Notes: Has a natural awareness of his surroundings which doesn't *seem* to be magical</i>	10
14-	Forensic Medicine	3
14-	Mechanics	3
14-	Mimicry	3
14-	Navigation (Astral, Dimensional, Land)	4
15-	Oratory <i>Notes: Preacher. Triple Duh...</i>	3
14-	Power: Holy Theurgy	3
14-	PS: Christian Minister	3
13-	Riding	3
14-	Science Skill: Psychology	3
14-	Shadowing	3
13-	Stealth	3
14-	Survival (Arctic/Subarctic, Arctic/Subarctic Forests, Temperate/Subtropical, Desert, Mountain)	8
14-	Tracking	3
15-	Trading	3
	TF: Common Motorized Ground Vehicles, Agricultural & Construction Vehicles, Equines, Sleds, Snowmobiles, Two-Wheeled Motorized Ground Vehicles	5
14-	Ventriloquism	3
	Linguist	3
	1) Language: Apache (fluent conversation) (2 Active Points)	1
	2) Language: Assinboin (basic conversation)	1
	3) Language: Cherokee (basic conversation)	1
	4) Language: Cheyenne (basic conversation)	1
	5) Language: Comanche (basic conversation)	1
	6) Language: English (idiomatic) (4 Active Points)	3
	7) Language: French (fluent conversation) (2 Active Points)	1
	8) Language: Greek (Koine) (basic conversation)	1
	9) Language: Haida (basic conversation)	1
	10) Language: Hebrew (Classical) (basic conversation)	1
	11) Language: Hopi (basic conversation)	1
	12) Language: Navajo (idiomatic) (4 Active Points)	0
	13) Language: Shoshone (basic conversation)	1

14)	Language: Sioux (Dakota) (basic conversation)	1
15)	Language: Spanish (completely fluent) (3 Active Points)	2
	Traveler	3
11-	1) AK: Canada (2 Active Points)	1
11-	2) AK: Faerie (2 Active Points)	1
11-	3) AK: Navajo Nation (2 Active Points)	1
11-	4) AK: United States (2 Active Points)	1
14-	5) CuK: Native American/First Peoples (3 Active Points)	2
	Scholar	3
14-	1) KS: Arcane and Occult Lore (3 Active Points)	2
14-	2) KS: Christianity (3 Active Points)	2
14-	3) KS: Dimension Lords and Cosmic Entities (3 Active Points)	2
14-	4) KS: Enchanted Items (3 Active Points)	2
14-	5) KS: Legends and Lore (3 Active Points)	2
14-	6) KS: Magical Styles (3 Active Points)	2
14-	7) KS: Motorcycles (3 Active Points)	2
14-	8) KS: The Bible (3 Active Points)	2
16-	9) KS: The Mystic World (5 Active Points)	4
	Total Skills Cost	155

PERKS

Description	Cost
Harley-Davidson VRSCA: Vehicles	11
Licensed Christian Minister: Fringe Benefit: Priest, Right to Marry: Can perform the marriage ceremony	4
DFW, Estes Park, or Necker Island: 3 Bases of up to 900 points <i>Notes: Split 6 ways</i>	40
The Magnum Mage: Contact: Robert Caliburn (Contact has extremely useful Skills or resources) 8-	4
Total Perks Cost	59

COMPLICATIONS

Description	Points
Distinctive Features: Divinely Touched (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-Used Senses)	10
Hunted: DEMON 8- (Mo Pow; NCI; Harshly Punish)	20
Psychological Limitation: Devout Follower of Christianity (Very Common; Strong)	20
Psychological Limitation: Must Protect the World from Supernatural Threats (Common; Total)	20
Psychological Limitation: Must aid those in need (Common; Strong)	15
Social Limitation: Public Identity (Frequently; Major)	15
Total Complications Points	100

Grandfather

INFORMATION

Powers/Tactics

Campaign Use