



Character Name: **The Warlord**
 AKA: Sergei Yurieovich Varinnikov
 Genre: Superheroic
 Campaign: **TASK FORCE**

CHARACTERISTICS

Val	Char	Base	Cost	Roll
15/60	STR	10	5	12- / 21-
18	DEX	10	16	13-
18/38	CON	10	8	13- / 17-
23	INT	10	13	14-
23	EGO	10	13	14-
25/40	PRE	10	15	14- / 17-
6/12	OCV	3	15	
4/8	DCV	3	5	
3	OMCV	3	0	
8	DMCV	3	15	
5/35	PD	2	3	
4/34	ED	2	2	
3/7	SPD	2.0	10	
7	REC	4	3	
40	END	20	4	
15	BODY	10	5	
76	STUN	20	28	
15m	Run	12	3	
4m	Swim	4	0	
4m	Leap	4	0	

Total 163

Summary
 Lift: 200.0kg/102.4tons
 Initiative: 48
 Stun Threshold: 18/38
 Perception Roll: 14-
 PRE Attack: 5d6/8d6
 STR Dmg: 3d6/12d6
 STR END: 1/5

5/35 PD • 0/30 Res. PD
 4/34 ED • 0/30 Res. ED
 Phases: 4, 8, 12/2, 4, 6, 7, 9, 11, 12

CHARACTER IMAGE



The Warlord's second major asset is the *Shadow Army*, his private force of several

EXPERIENCE POINTS

Total earned:	1030
Spent:	1030
Unspent:	0
Base Points:	650
Complication Points:	100
Characteristic Points:	163
Power Points:	719
Talent Points:	36
Martial Art Points:	48
Skill Points:	235
Perk Points:	479
Total Points:	1680

MOVEMENT

Type	Top Speed
Run	15m [30m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	130m [2080m NC]

INFORMATION

Eye Color: Brown
Hair Color: Brown

Height: 1.85 m
Weight: 80.00 kg

Appearance

Many, MANY people have commented on the striking resemblance he bears to Bob Hawkins out of armor. Until the story "Tethys Rising", only Bob suspected that they shared a father.

Background

Serge Varinnikov was a technical genius growing up. From his mother, a retired KBG agent who had been tracing Nazi war criminals from WW2, he inherited her sense of adventure. His father brought him up strong and tough, teaching him the same arts he used as a sniper in Stalingrad during the Great Patriotic War ("No, Sergei! You must be patient! *Choose* your target!"). After receiving his commission in the Soviet Army in 1981, he was the Soviet Army liaison for the Supreme Soviets superteam, and also responsible for coordinating various superpower initiatives in the Russian R&D community. From 1991 to 1993, he was briefly in charge of a PRIMUS-like office Russia was attempting to form in the aftermath of the Soviet Union's collapse.

On a mission to retrieve the rogue KGB super 'Disinformer' in the DFW area in 1988, he ran into TASK FORCE ('Piranharecho') and everyone on the team commented on how much he resembled the young power-armor hero Starforce. Then in October 1992, Dr. Destroyer posthumously identified Bob "Starforce" Hawkins as his son. *That* got him wondering if his father was actually who he thought he was.

Col Varinnikov was gifted at finding information in the most unlikely places, by means both legal and illegal. From Lubyanka Square, he received upon request a file of his mother's field assignments. Sure enough, she had been in Colombia most of 1960 looking for the expatriate Nazi scientist Albert Zerstoiten, and had abruptly returned from the field about nine months before his birth exhibiting symptoms of mental trauma. DNA samples on file in America for Dr. Destroyer were somewhat harder to acquire, but not impossible. Sergei ran the tests, and they came back positive. Albert Zerstoiten, *not* Yuri Varinnikov, was his biological father.

Sergei sat back stunned. So much about his life now made sense, how technical wizardry came so easily to him even though he was a career military officer. He then looked up at a map of the old Soviet Union. Looking at the old SSR's of Central Asia, he recalled the latest briefing he had about their post-breakup military and political situation. 'Destroyer wanted to rule the world,' he thought, 'but he screwed up because he didn't start small'. Mentally, he heard his stepfather exhorting him to choose his target. Then it hit him. A strong enough warlord could build a nation out of that chaos. A nation that would revive Russia and make the whole world tremble.

Sergei Varinnikov smiled.

Personality

Basically a mix of Tony Stark and a 20-year military veteran. Take Warlord from HG6Ed writeup, make him Russian, move his birth date to 1961, and remove the direct Hzeel influence.

This is a man who dares great things because of who his biological father was. At the turn of the millenium, Project Tethys (the refilling and connection of the Aral and Caspian Seas) was completed. The fact that the water diverted from the Irtyush and Yenisei river basins in Siberia raised the Caspian sea level enough to drown most of Chechnya was simply collateral damage (and given the trouble the Chechens were becoming to both Russia and the RCA, quietly ignored by both). As of 2015, the jury is still out on whether the diversion of so much fresh water from the Arctic Ocean will lead to a new ice age or the melting of the Arctic icecap. A small fleet of armed spacecraft he designed and his nation built helped defend Earth during Istvatha V'Han's 2007 invasion and both the Gadroon and Q'Laar attacks of 2009. By 2015, using primitive FTL technology stolen from his half-brother Bob Hawkins and ProStar, his space force has performed reconnaissance on several star systems within 10 parsecs of Earth for potential colonization ("A Week at Davos").

In spite of the chaos and destruction for which he has been responsible, he has been a just and fair ruler of his nation. He has also unconditionally offered his assistance to superheroes and UNTIL on more than one occasion where the fate of the world hung in the balance (for instance, leading the hero team which attacked Menton at Alpenfestung II in 'Force of Will'). On the sliding scale of anti-villainy, he is a solid Type III.

Quotes

"I prefer to call my relationship with Tetsuronin 'Live Fire Testing!'."

The Warlord

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
Nerve Strike	1/2	-1	+1	4d6 NND
Martial Block	1/2	+2	+2	Block, Abort
Martial Disarm	1/2	-1	+1	Disarm; 45 STR / 90 STR to Disarm
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Legsweep	1/2	+2	-1	8d6 / 17d6 Strike, Target Falls
Killing Strike	1/2	-2	+0	HKA 3 1/2d6 / HKA 6 1/2d6
Martial Strike	1/2	+0	+2	9d6 / 18d6 Strike
Offensive Strike	1/2	-2	+1	11d6 / 20d6 Strike

ATTACK POWERS

Name	Effect	END
Standard Mode	24d6 Blast	12
Variable Mode	12d6 Blast	12
Interference Mode	8d6 Drain	12
Concussion	10d6+1 Blast	[4]
Flashbang	14d6 Flash	[8]
Flechette	4d6+1 Killing Attack - Ranged	[4]
Neurotranq	15d6 Blast	[8]
Shaped Charge	7d6-1 Killing Attack - Ranged	[4]
Tangleweb	10d6, 14 PD/14 ED Entangle	[8]
Electrostatic Shield	1d6 Killing Attack - Ranged	0
Enhanced Strength	STR	4

DEFENSE POWERS

Name	Effect	Defense	END
Intense Willpower	Mental Defense	10	0
Forcefield	Resistant Protection	40	0
Armor	Resistant Protection	40	0
Inertial Absorption	Damage Reduction	0	0
Energy Absorption	Damage Reduction	0	0
TEMPEST Hardening	Power Defense	15	0
	Flash Defense	10	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	18/38	STUN:
Melee Damage	3d6/12d6	
Physical Defense	5/35	/76
Res. Phys. Defense	0/30	END:
Energy Defense	4/34	
Res. Energy Defense	0/30	/40
Mental Defense	20	BODY:
Power Defense	25	/15

COMBAT VALUES

OCV: 6/12	DCV: 4/8
OMCV: 3	DMCV: 8
Combat Skill Levels	
+2 Overall +3 with All Combat	
Initiative and Action Phases	
DEX: 48	Action Phases: 4, 8, 12/2, 4, 6, 7, 9, 11, 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

Name	Effect	Defense	END
	Flash Defense	10	0

SENSORY POWERS

Name	Effect	END
Datalink to Palace AI	Mind Link	2
Heat Vision	Infrared Perception	0
Light Amplifiers	Nightvision	0
Audio Sensors	Ultrasonic Perception	0
Comm System	High Range Radio Perception	2
	Radar	2
	+4 versus Range	0
	Modifier Telescopic	0

EQUIPMENT

Item	Stats	Range	END
Sonic Weakness Field	3d6 Drain		[1 cc]
Molecular Disruptor	5d6 (standard effect: 15 points) Drain	500m	10
Rail Gun	3d6-1 Killing Attack - Ranged	400m	[250]
Energetic RPG	1 point Killing Attack - Ranged	50m	[10]
Retractable Arm Blade	2d6 (2 1/2d6 / 5d6 w/STR) Killing Attack - Hand-To-Hand		0

The Warlord

POWERS

END	Description	Cost
	<i>Strong-Willed</i> , all slots Unified Power (-1/4)	
0	1) Intense Willpower: Mental Defense (20 points total), Hardened (+1/4) (12 Active Points); Nonpersistent (-1/4), Unified Power (-1/4) <i>Notes: Just like his father :)</i>	8
	2) Been There, Done That: +15 PRE (15 Active Points); Only to defend against PRE attacks (-1), Unified Power (-1/4)	7
	From this point on down, these are powers only available through his suit.	
0	Micropulsion Batteries: Endurance Reserve (180 END, 24 REC) Reserve: (61 Active Points); OIF (Requires Multiple Foci or functions at reduced effectiveness; -1/4); REC: (16 Active Points); OIF (-1/2)	47
	Configurable Blaster System: Multipower, 120-point reserve, (120 Active Points); all slots OIF (-1/2) <i>Notes: An early version of Tetsuronin's Vari-beam, stolen from Masahara Industries</i>	80
12	1) Standard Mode: Blast 24d6 (120 Active Points); OIF (-1/2)	8f
12	2) Variable Mode: Blast 12d6, Variable Advantage (+1/2 Advantages; +1) (120 Active Points); OIF (-1/2)	8f
12	3) Interference Mode: Drain 8d6, Any One Characteristic or Power (+1/2) (120 Active Points); OIF (-1/2)	8f
	Micro-grenade Launchers: Multipower, 150-point reserve, (150 Active Points); all slots OIF (-1/2) <i>Notes: Also stolen from Masahara Industries</i>	100
[4]	1) Concussion: Energy Blast 10d6+1, Area Of Effect (13m Radius Explosion; +1/4), Double Knockback (+1/2), Penetrating (x2; +1) (143 Active Points); 4 Charges (-1), OIF (-1/2)	6f
[8]	2) Flashbang: Sight and Hearing Groups Flash 14d6, Armor Piercing (+1/4), Area Of Effect (12m Radius Explosion; +1/4), Does Knockback (+1/4), Personal Immunity (+1/4) (150 Active Points); 8 Charges (-1/2), OIF (-1/2)	7f
[4]	3) Flechette: Killing Attack - Ranged 4d6+1, Armor Piercing (x2; +1/2), Area Of Effect (8m Radius; +1/2), Selective (+1/4) (146 Active Points); 4 Charges (-1), OIF (-1/2)	6f
[8]	4) Neurotranq: Energy Blast 15d6, Attack Versus Alternate Defense (Power Defense; +1) (150 Active Points); 8 Charges (-1/2), OIF (-1/2), No Knockback (-1/4)	7f
[4]	5) Shaped Charge: Killing Attack - Ranged 7d6-1, Armor Piercing (x2; +1/2) (150 Active Points); 4 Charges (-1), OIF (-1/2)	6f
[8]	6) Tangleweb: Entangle 10d6, 14 PD/14 ED, Entangle And Character Both Take Damage (+1/4) (150 Active Points); 8 Charges (-1/2), OIF (-1/2)	7f
0	Forcefield: Resistant Protection (10 PD/10 ED/10 Mental Defense/10 Power Defense) (Protect Carried Items), Allocatable (+1/4), Impenetrable (+1/4), Hardened (+1/4) (122 Active Points); OIF Durable (Personal; -1/2), Nonpersistent (-1/4) <i>Notes: Stolen from ProStar, natch...</i>	70
	<i>Forcefield</i> , all slots Linked (Forcefield; -1/2), OIF (-1/2), Unified Power (-1/4)	
0	1) Zero-Point Transducer: Absorption 10 BODY (physical, END Reserve), Absorption As A Defense (Resistant; +1), Increased Maximum (x16 points) (+1) (30 Active Points); Linked (Forcefield; -1/2), OIF (-1/2), Unified Power (-1/4) <i>Notes: Stolen from ProStar</i>	13
0	2) Zero-Point Transducer: Absorption 10 BODY (energy, END Reserve), Absorption As A Defense (Resistant; +1), Increased Maximum (x16 points) (+1) (30 Active Points); Linked (Forcefield; -1/2), OIF (-1/2), Unified Power (-1/4) <i>Notes: Stolen from ProStar</i>	13
0	3) Electrostatic Shield: Killing Attack - Ranged 1d6, Area Of Effect (1m Surface; +1/4), Constant (+1/2), Reduced Endurance (0 END; +1/2) (34 Active Points); No Range (-1/2), Linked (Forcefield; -1/2), OIF (-1/2), Unified Power (-1/4)	12
	4) Evasive Maneuvering: +4 DCV, Difficult To Dispel (x2 Active Points; +1/4) (25 Active Points); Linked (Forcefield; -1/2), OIF (-1/2), Unified Power (-1/4)	11
	I Believe I Can Fly: Multipower, 82-point reserve, (82 Active Points); all slots OIF (-1/2), Costs END To Maintain (Full END Cost; -1/2), Linked (Forcefield; -1/2) <i>Notes: Stolen from ProStar and re-engineered</i>	33

8	1) Combat Mode: Flight 50m, Position Shift, No Turn Mode (+1/4), Combat Acceleration/Deceleration (+1/4) (82 Active Points); OIF (-1/2), Costs END To Maintain (Full END Cost; -1/2), Linked (Forcefield; -1/2)	3f
8	2) Noncombat Mode: Flight 50m, x16 Noncombat, Rapid Noncombat Movement (+1/4) (81 Active Points); OIF (-1/2), Costs END To Maintain (Full END Cost; -1/2), Linked (Forcefield; -1/2) <i>Notes: Max Velocity 1,440 km/hr</i>	3f
8	3) Underwater mode: Flight 30m, Usable underwater (+1/4), Combat Acceleration/Deceleration (+1/4) (45 Active Points); Increased Endurance Cost (x2 END; -1/2), OIF (-1/2), Costs END To Maintain (Full END Cost; -1/2), Linked (Forcefield; -1/2) <i>Notes: Slower speed with a higher END cost to reflect he's attempting to move through water.</i>	1f
0	Armor: Resistant Protection (20 PD/20 ED), Impenetrable (+1/4), Hardened (+1/4) (90 Active Points); OIF (Suit; -1/2) <i>Notes: Adapted from the Iron Eagle Armor, which he manipulated Nichols Research to develop in 1995 ('Land of the Free') Armor Core Systems, all slots OIF (Suit; -1/2), Linked (Armor; -1/2), Unified Power (-1/4)</i>	60
0	1) Inertial Absorption: Physical Damage Reduction, Resistant, 50% (30 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2), Unified Power (-1/4)	13
0	2) Energy Absorption: Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2), Unified Power (-1/4)	13
0	3) TEMPEST Hardening: Power Defense (15 points), Hardened (+1/4), Impenetrable (+1/4) (22 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2), Unified Power (-1/4)	10
	<i>Powered Armor, all slots OIF (Suit; -1/2), Linked (Armor; -1/2)</i>	
1	1) Can Breathe in Space: Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2), Costs Half Endurance (-1/4)	13
4	2) Enhanced Strength: +45 STR (45 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2)	22
	3) Lightning Reflexes (+15 DEX to act first with All Actions) (15 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2)	7
	4) Enhanced Durability: +20 CON (20 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2)	10
	5) Fear the Technology of Mother Russia: +15 PRE (15 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2)	7
	6) Stable Firing Platform: +6 OCV (30 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2)	15
	7) Enhanced Reflexes: +4 SPD (40 Active Points); OIF (Suit; -1/2), Linked (Armor; -1/2)	20
	<i>Helmet, all slots OIF (-1/2), Unified Power (-1/4)</i>	
2	1) Datalink to Palace AI: Mind Link , One Specific Mind, Any distance, No LOS Needed (20 Active Points); OIF (-1/2), Flashed as Radio, Sight, and Hearing groups (-1/2), Costs Endurance (-1/2), Unified Power (-1/4)	7
0	2) Sight Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF (-1/2), Unified Power (-1/4)	7
0	3) Hearing Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF (-1/2), Unified Power (-1/4)	7
0	4) Heat Vision: Infrared Perception (Sight Group) (5 Active Points); OIF (-1/2), Unified Power (-1/4)	3
0	5) Light Amplifiers: Nightvision (5 Active Points); OIF (-1/2), Unified Power (-1/4)	3
0	6) Audio Sensors: Ultrasonic Perception (Hearing Group), Discriminatory, Analyze (13 Active Points); OIF (-1/2), Unified Power (-1/4)	7
2	7) Comm System: High Range Radio Perception (Radio Group), Discriminatory, Analyze (22 Active Points); Costs Endurance (-1/2), OIF (-1/2), Unified Power (-1/4)	10
2	8) Radar (Radio Group), Discriminatory, Analyze (25 Active Points); Costs Endurance (-1/2), OIF (-1/2), Unified Power (-1/4)	11
0	9) +4 versus Range Modifier for Sight Group, Hearing Group and Radio Group (18 Active Points); OIF (-1/2), Unified Power (-1/4)	10
	Total Powers Cost	719

EQUIPMENT

END	Item	Cost
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[1 cc]	<p>Sonic Weakness Field: Suppress 3d6, Personal Immunity (+1/4), Armor Piercing (+1/4), Expanded Effect (x2 Characteristics or Powers simultaneously) (DEX, STUN; +1/2), Area Of Effect (8m Radius; +1/2), Constant (+1/2) (90 Active Points); 1 Continuing Fuel Charge lasting 1 Minute (-3/4), No Range (-1/2)</p> <p>Notes: Uses Absolute Effect Rule (6E1:133); DEX and STUN are cut by 50% on a successful attack roll.</p>	\$53
10	<p>Molecular Disruptor: Suppress Damage Reduction 5d6 (standard effect: 15 points), Constant (+1/2), Expanded Effect (x2 Characteristics or Powers simultaneously) (Physical & Energy; +1/2) (100 Active Points); OIF (-1/2), Lockout (cannot use anything else in his equipment pool; -1/2), Costs Endurance (to maintain; -1/2)</p> <p>Notes: Uses the Absolute Effect Rule (6E1:133). Do not bother with the effect roll if it hits; it will completely neutralize up to 50% resistant Damage Reduction, and reduce 75% DR to 50%. From the 'Dr. Destroyer vs. Takofanes' deathmatch thread on the HERO SYSTEMS forum.</p>	\$40
<p><i>Secondary Weapons Array, all slots Lockout (-1/2)</i></p>		
[250]	<p>1) Rail Gun: Killing Attack - Ranged 3d6-1, Autofire (5 shots; +1/2), Penetrating (x2; +1) (140 Active Points); OIF (-1/2), Lockout (-1/2), 250 Charges (+1)</p>	\$70
[10]	<p>2) Energetic RPG: Killing Attack - Ranged 1 point, Area Of Effect (8m Cone; +1/2), Thin Cone (-1/4), Indirect (Source Point is the Character, path can change with every use; +1/2), +3 Increased STUN Multiplier (+3/4), Penetrating (x2; +1), Autofire (10 shots; +2) (27 Active Points); 10 Charges (-1/2), OIF (-1/2), Lockout (-1/2)</p>	\$11
0	<p>3) Retractable Arm Blade: Killing Attack - Hand-To-Hand 2d6 (2 1/2d6 / 5d6 w/STR), Armor Piercing (+1/4), Reduced Endurance (0 END; +1/2) (52 Active Points); OIF (-1/2), Lockout (-1/2)</p>	\$26

TALENTS

Description	Cost
Combat Sense 14-	15
Eidetic Memory	5
Lightning Calculator	3
Lightsleep	3
Speed Reading (x10)	4
<p><i>Onboard Computer, all slots OIF (-1/2), Unified Power (-1/4)</i></p>	
1) Absolute Range Sense (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
2) Absolute Time Sense (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
3) Bump Of Direction (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
Total Talents Cost	36

MARTIAL ARTS

Description	Cost
+4 HTH Damage Class(es) +4 HTH Damage Class(es)	16
<p>Martial Arts: Commando Training</p>	
1) Nerve Strike 1/2 Phase, -1 OCV, +1 DCV, 4d6 NND	4
2) Martial Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
3) Martial Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 45 STR / 90 STR to Disarm	4
4) Martial Dodge 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4
5) Legsweep 1/2 Phase, +2 OCV, -1 DCV, 8d6 / 17d6 Strike, Target Falls	3
6) Killing Strike 1/2 Phase, -2 OCV, +0 DCV, HKA 3 1/2d6 / HKA 6 1/2d6	4
7) Martial Strike 1/2 Phase, +0 OCV, +2 DCV, 9d6 / 18d6 Strike	4
8) Offensive Strike 1/2 Phase, -2 OCV, +1 DCV, 11d6 / 20d6 Strike	5
Total Martial Arts Cost	48

The Warlord**SKILLS**

Roll	Description	Cost
	+2 Overall	24
	Army Training, Sir! : +3 with All Combat	30
	His Stepfather was a sniper : +4 to offset Range Modifiers	12
14-	Analyze: Power Armor	3
13-	Breakfall	3
14- (17-)	Bureaucratics	3
13-	Combat Driving	3
14-	Computer Programming	3
14- (17-)	Conversation	3
14-	Cryptography	3
14-	Deduction	3
14-	Demolitions	3
14-	Electronics	3
14- (17-)	High Society	3
14- (17-)	Interrogation	3
14-	Inventor	3
14-	Mechanics	3
14-	Navigation (Air, Land, Space)	4
14- (17-)	Oratory	3
14- (17-)	Persuasion	3
14-	Security Systems	3
14-	Systems Operation	3
14-	Survival (Arctic/Subarctic, Mountain, Urban)	6
15-	Tactics	5
15-	Teamwork	7
	TF: Common Motorized Ground Vehicles, Grav Vehicles/Hovercraft, Parachuting, Advanced, Parachuting, Basic, Snowmobiles, Tracked Military Vehicles, Wheeled Military Vehicles	7
14-	Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets)	4
	WF: Energy Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons	7
	Scholar	3
14-	1) KS: Alcololic Drinks (3 Active Points)	2
14-	2) KS: Chess (3 Active Points)	2
14-	3) KS: International Finance (3 Active Points)	2
14-	4) KS: International Law (3 Active Points)	2
14-	5) KS: Military History (3 Active Points)	2
14-	6) KS: Russian History (3 Active Points)	2
14-	7) KS: Russian Literature (3 Active Points)	2
14-	8) KS: Russian Music/Musicians (3 Active Points)	2
14-	9) KS: The Military/Mercenary/Terrorist World (3 Active Points)	2
14-	10) KS: The Superhuman World (3 Active Points)	2
14-	11) KS: World History (3 Active Points)	2
14-	12) KS: World Military Weaponry and Vehicles (3 Active Points)	2
14-	13) KS: World Politics (3 Active Points)	2
	Jack of All Trades	3

14-	1) PS: Head of State (3 Active Points)	2
11-	2) PS: Making Vodka (2 Active Points)	1
14-	3) PS: Soldier/Mercenary (3 Active Points)	2
14-	4) PS: Wargaming (3 Active Points)	2
	Traveler	3
11-	1) AK: Afghanistan (2 Active Points)	1
11-	2) AK: Balkans (2 Active Points)	1
11-	3) AK: Eastern Europe (2 Active Points)	1
11-	4) AK: Former Soviet Republics (2 Active Points)	1
11-	5) AK: Germany (2 Active Points)	1
11-	6) AK: Middle East (2 Active Points)	1
11-	7) AK: Russia (2 Active Points)	1
11-	8) CuK: Islam (2 Active Points)	1
	Linguist	3
	1) Language: Diyari (basic conversation)	1
	2) Language: English (completely fluent) (3 Active Points)	2
	3) Language: Farsi (basic conversation)	1
	4) Language: Mandarin (basic conversation)	1
	5) Language: Russian (idiomatic) (4 Active Points)	0
	Scientist	3
14-	1) Science Skill: Computer Science (3 Active Points)	2
14-	2) Science Skill: Cybernetics (3 Active Points)	2
14-	3) Science Skill: Electro-Optical Engineering (3 Active Points)	2
14-	4) Science Skill: Electrogravitics (3 Active Points)	2
14-	5) Science Skill: Forcefield Engineering (3 Active Points)	2
14-	6) Science Skill: Materials Science (3 Active Points)	2
14-	7) Science Skill: Pulson engineering (3 Active Points)	2
Total Skills Cost		235

PERKS

Description	Cost
Money: Filthy Rich	11
Reputation: Retired Russian Army officer (A large group) 14-, +3/+3d6 <i>Notes: Positive effect limited to Russia/Russians</i>	9
President of the Republic of Central Asia: Fringe Benefit: Diplomatic Immunity, Head of State of a single nation, Passport <i>Notes: OTL Kazakhstan, Turkmenistan, Uzbekistan, Tajikistan, and Kyrgyzia. Population > 60M</i>	16
Equipment Points: 160	22
The Palace: 1,250-point Base	250
Steel Guard: 1,000 435-point Followers	137
Well-Connected	3
1) Contact: Arms Manufacturer TBD (Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) (5 Active Points) 11-	4
2) Contact: Mayor of Larisagrad (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has very useful Skills or resources, Good relationship with Contact) (7 Active Points) 11-	6
3) Contact: Mercenary TBD (Contact has useful Skills or resources, Good relationship with Contact), Organization Contact (x3) (9 Active Points) 8-	8
4) Contact: Russian Mafia TBD (Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) (5 Active Points) 11-	4

5) Contact: Russian Military TBD (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources, Contact limited by identity, Very Good relationship with Contact) (6 Active Points) 11-	5
6) Contact: World Financial TBD (Contact has access to major institutions, Contact has been blackmailed by the character, Contact has significant Contacts of his own, Contact has useful Skills or resources, Contact is slavishly loyal to character) (5 Active Points) 8-	4
Total Perks Cost	479

COMPLICATIONS

Description	Points
Hunted: UNTIL Infrequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Mildly Punish)	20
Hunted: ARGENT Infrequently (Mo Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punish)	20
Physical Complication: Armor is Large and Bulky (Infrequently; Slightly Impairing)	10
Psychological Limitation: Wants to resurrect some part of the Soviet Union as a superpower (Very Common; Strong)	20
Negative Reputation: President for Life of Central Asia, Frequently (Extreme)	15
Social Limitation: Public Identity (Frequently; Major)	15
Total Complications Points	100

The Warlord

INFORMATION

Powers/Tactics

The original armor base is the Iron Eagle suit which he subtly manipulated Nichols Research to build in the mid-1990's ("Land of the Free") and stole for himself in 1999 ("What Happens in Vegas..."), which was influenced by a secret Hzeel technology stash hoarded a generation before that by USAF General Roger Warwell. It has been augmented since its stealing with the finest Russian technology and/or anything which can be 'liberated' from ARGENT's Larisgrad enclave in Russia, Japanese high-tech companies, or American high-tech companies.

If he is interested in keeping his opponent alive, he will use the prototype Configurable Blaster on them. If not (or if the target is capable of withstanding its damage) he will use his railgun.

Note that just like his half-brother he WANTS to be hit in combat in order to keep his END reserve topped off. Playing Warlord requires the player to be unafraid of math and familiar with the rules governing adjustment powers in Hero Systems.

Campaign Use

He is fully capable of inventing things, but with a more practical engineering bent than his half-brother. Sometimes, it's just simpler to steal what he needs and adapt it. The Republic of Central Asia is infamous for its technical espionage, and sometimes he will take to the front lines to get something he specifically needs. He also will take to the front lines to test out armor modifications or new weaponry, which has led to the mostly-inaccurate perception among the rest of the world that he is a master supervillain eventually bent on conquering the world.