

## Pallequin

Male; Age: 2000; Height: 6' 6"; Weight: 285 lb.

Eyes: black; Hair: black

Power Level 11, 199 PP, **16 PP left to spend** ; Abilities 94 + Powers 53  
+ Advantages 23 + Skills 19 (38 ranks) + Defenses 10

### Abilities

Strength	<b>11</b>	Agility	<b>6</b>	Fighting	<b>7</b>	Awareness	<b>4</b>
Stamina	<b>11</b>	Dexterity	<b>3</b>	Intellect	<b>3</b>	Presence	<b>2</b>

### Offense

Initiative: +6

Attack Name	Attack Bonus & Resistance DC	Notes
Claws: Strength-based Damage 2	<b>+9, DC 28</b>	Crit 19-20
Flame Blast: Line Area Damage 11	<b>DC 26</b>	Crit 20
Flame Burst: Cone Area Damage 11	<b>DC 26</b>	Crit 20
Throw	<b>+3, DC 26</b>	Bludgeon, Crit 20
Unarmed	<b>+11, DC 26</b>	Bludgeon, Crit 20

### Powers

- Claws: Strength-based Damage 2** (5 PP)  
DC 28; Penetrating 3 (Standard - Close - Instant)
- ü **Demonic Form** (12 PP)
  - ü **Immortality: Immortality 1** (1 PP)  
Return after 2 weeks; Limited: Resurrects in Der Nacht (Personal - Permanent)
  - ü **Immunity: Immunity 11** (11 PP)  
Aging, Life Support (Personal - Permanent)
- ü **Electronic Stealth: Concealment 4** (4 PP)  
All Visual Senses; Limited: electronic devices, Permanent (Free - Personal - Permanent)
- ü **Flame Breath Array** (23 PP)
  - Flame Blast: Line Area Damage 11** (22 PP)  
DC 26; Line Area: 5 feet wide by 30 feet long, DC 21 (Standard - Close - Instant)
  - Flame Burst: Cone Area Damage 11** (1 PP)  
DC 26; Cone Area: 60 feet cone, DC 21 (Standard - Close - Instant)
- ü **Thickened Skin: Protection 2** (9 PP)  
+2 Toughness; Impervious [5 extra ranks] (Personal - Permanent)

### Advantages

- All-out Attack** Trade active defense for attack bonus.
- Benefit, Cipher** Gain a significant requisite or fringe benefit.
- Chokehold** Suffocate an opponent you have successfully grabbed.
- Close Attack** +1 bonus to close attack checks per rank.
- Connected** Call in assistance or favors with a Persuasion check.
- Daze (Intimidation)** Use Deception or Intimidation to daze an opponent.
- Diehard** Automatically stabilize when dying.
- Equipment 1** 5 points of equipment per rank.
- Great Endurance** +5 on checks involving endurance.
- Improved Critical: Claws** +1 to critical threat range with an attack per rank.
- Improved Grab** Make grab attacks with one arm. Not vulnerable while grabbing.
- Improved Smash** No penalty for the smash action.
- Inspire** Spend a hero point to grant allies a +1 circumstance bonus per rank.
- Languages 3** Speak and understand additional languages.
- Leadership** Spend a hero point to remove a condition from an ally.



### Defenses

Dodge	<b>9</b>
Parry	<b>9</b>
Fortitude	<b>12</b>
Toughness	<b>13</b>
Impervious: +7	
Will	<b>8</b>

Hero Points: 1



"Would you like to see the head?"

Arminius

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## Advantages

- Lionheart** Custom advantage.
- Power Attack** Trade attack bonus for effect bonus.
- Takedown** Free extra attack when you incapacitate a minion.
- Teamwork** +5 bonus to support team checks.
- Tracking** Use Perception to follow tracks.
- Weapon Break** Free smash attack when you actively defend.

## Movement

- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Routine Jump Distance** - Running jump: 21 ft.; standing: 10.5 ft.; vertical: 4.2 ft.; standing vert.: 2.1 ft.
- Throwing Distance** - Throw 200 tons 6 feet; throw 50 tons 30 feet; throw 12 tons 120 feet

## Equipment

- Magic Earring B.A.D.A.S.S. Communicator 2**

## Complications

- Identity Theft** Pallequin's real identity has been hijacked by the man going by the "heroic" identity Avatar.
- Social Misfit** Pallequin looks like a demon (albeit a kind of handsome one). His social interactions are therefore limited.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+7</b>	1	6	
<b>Athletics</b>	<b>+11</b>	-	11	
<b>Close Combat: Cherusci/Roman Weapons</b>	<b>+7</b>	-	7	
<b>Close Combat: Claws</b>	<b>+8</b>	1	7	
<b>Close Combat: Unarmed</b>	<b>+10</b>	3	7	
<b>Deception</b>	<b>+6</b>	4	2	
<b>Expertise: History</b>	<b>+10</b>	7	3	
<b>Insight</b>	<b>+4</b>	-	4	
<b>Intimidation</b>	<b>+13</b>	11	2	
<b>Investigation</b>	<b>-</b>	-	3	
<b>Perception</b>	<b>+6</b>	2	4	
<b>Persuasion</b>	<b>+3</b>	1	2	
<b>Sleight of Hand</b>	<b>-</b>	-	3	
<b>Stealth</b>	<b>+12</b>	6	6	
<b>Technology</b>	<b>+4</b>	1	3	
<b>Treatment</b>	<b>-</b>	-	3	
<b>Vehicles</b>	<b>+4</b>	1	3	

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Output Options: No Damage / Fatigue Trackers

## Background Information

**Languages:** Choose any 1 languages, English, German, Germanic Cherusci, Latin

Arminius (b. 18 BC/17 BC in Magna Germania - d. AD 21 in Germania) was a chieftain of the Germanic Cherusci who defeated a Roman army in the Battle of the Teutoburg Forest. His influence held an allied coalition of Germanic tribes together in opposition to the Romans. History says that, after decisive defeats by the Roman general Germanicus (nephew of the Emperor Tiberius), Armin's influence waned and he was assassinated on the orders of rival Germanic chiefs. But history is written by the survivors. What really happened was that Germanicus, desperate to defeat the superior leader, hired a witch to capture Arminius. Placing a spell on him as he was murdered, Armin was made into the key by which the hell dimension Der Nacht could have a foothold on Earth.

Turned into the demon Pallequin, the former chieftain was stripped of his memory and forced to serve Der Nacht's master, the Boogey Man. This situation continued for millennia, cultivating in the attack on the Earth realm that caused the Champions of Justice to form and defeat the demon forces. This defeat shook the Boogey Man so much that he momentarily lost control of his minions and allowed an ounce of free will to return to Pallequin. This ounce blossomed and grew over the next few years until, finally, he staged his escape from Der Nacht and returned to Earth.

Still unaware of his true origins, Pallequin knew that he was meant to be a hero as soon became a founding member of the superhero team, The Hawk. He stayed there for a while, but eventually began to feel wanderlust and struck out with his new friend Ravenclaw (who was known as Dynamo at the time). The two had many adventures together, even working temporarily for the US government, until they were drawn to Arlington, Virginia to battle a former infiltrator to the Hawk named Vision. She was in fact a Follower of Germanicus, a cult who regularly made pacts with the Boogey Man, selling innocent, heroic souls for power. Her pact that day was to return Pallequin to his former master and, while it cost the lives of her three companions and took the forces of Der Nacht to complete the task, she succeeded. Upon his return to Der Nacht, Pallequin was tortured, both physically and mentally, having his memories returned to him to anguish over what he had lost. It culminated in the Boogey Man chopping off his head, but there was a side effect in doing so that the leader of Der Nacht had not taken into consideration: as the key to the pact, Pallequin's "death" meant that the pact was broken. This allowed the army of Der Tag to intercede and rescue the innocent souls, stripping the Boogey Man of his power and leaving him weakened. When they left, they took the soul of Arminius with them.

Once in Der Tag, the powers that be offered Armin the chance to return to Earth as their avatar. Arminius remembers two different sets of events from that day. One set had him agree to their deal, sending him back to Earth. But the second set paints a very different picture. He remembers them taking his memories and giving them to one of their own and sending him to Earth. According to them, they had sent other members of their kind to the Earth realm before, only to have them lose who they were and why they were sent. This way, driven by the memories of Armin, he would be able to hold onto his new identity and fulfill his assignment of being a champion of the people who would lead them to God. The only problem was that they had used the memories of a man who didn't pay a lot of attention to what the world around him had to offer, and thus the motivations of the imposter were quickly driven astray.

Finding himself once more a prisoner (albeit in the lap of luxury rather than in hell), Arminius was once again driven to escape, finding his opening when the witch and Germanicus himself were delivered to Der Tag. Taking his opportunity, he escaped, finding himself deposited on the very ground his mortal self was killed, once again in his Pallequin form. This time, however, he had retained his memories and, in searching out his hidden stash of treasure from his chieftain days, found it ransacked. Knowing he couldn't travel easily as a demon and believing his friend Ravenclaw still a prisoner of Dulling Mire (as that's where Vision had sent him in their last battle), Pallequin dedicated himself to making his way back to America, finding Vision, forcing her to rescue his friend, and then finally killing her for her misdeeds.