

Eidolon

Male; Age: 43; Height: 5' 10"; Weight: 175 lb.

Eyes: Brown; Hair: none

Power Level 12, 238 PP; Abilities 32 + Powers 171 + Advantages 10 +

Skills 15 (30 ranks) + Defenses 10

Abilities

Strength	5/1	Agility	3/-1	Fighting	4/0	Awareness	10/5
Stamina	9/2	Dexterity	0	Intellect	7	Presence	2

Offense

Initiative: +11

Attack Name

Attack Bonus & Resistance DC

Notes

Eldritch Blast: Damage 15 +9, DC 30 375/750/1500 ft., Crit 16-20

Gaseous Tendrils: Move Object 12 DC 22 Crit 20

Less Gaseous Tendrils: Move Object 9 DC 24 Crit 20

Magic Blast: Damage 11 . . . DC 26 Crit 20

Martial Strike: Strength-based Damage 4 +15, DC 24 Crit 20

Throw +0, DC 20 Bludgeon, Crit 20

Unarmed +15, DC 20 Bludgeon, Crit 20

Powers

ü **Augustus' Magic Sense: Senses 2 (2 PP)**

Acute: Magical Awareness, Awareness: Magical (Personal - Permanent)

ü **Spirit of the Umbarran (97 PP)**

ü **Enhanced Trait 6 (6 PP)**

Advantages: Accurate Attack, All-out Attack, Holding Back, Improved Initiative, Lionheart, Power Attack (Free - Personal - Sustained)

ü **Enhanced Trait 63 (63 PP)**

Traits: Strength +2 (+5), Stamina +7 (+9), Agility +4 (+3), Fighting +4 (+4), Awareness +5 (+10), Dodge +4 (+10), Parry +4 (+10), Ranged Combat +6 (+7), Intimidation +6 (+10), Deception +4 (+8), Expertise +6 (+14) (Free - Personal - Sustained)

ü **Flight 4 (8 PP)**

Speed: 30 miles/hour, 500 feet/round (Free - Personal - Sustained)

ü **Immunity 11 (11 PP)**

Aging, Life Support (Personal - Permanent)

ü **Protection 5 (5 PP)**

+5 Toughness (Personal - Permanent)

ü **Senses 4 (4 PP)**

Accurate: Magical Awareness, Analytical: Choose Sense, Extended: Magical Awareness 1: x10 (Personal - Permanent)

ü **Magical Form Array (27 PP)**

Gaslike (25 PP)

Enhanced Trait -4 (-4 PP)

Traits: Dodge -5 (+5), Parry -6 (+4), Toughness +5 (+19), Fighting +1 (+5) (Free - Personal - Sustained)

Flight 5 (10 PP)

Speed: 60 miles/hour, 900 feet/round; Stacks with: Flight 4 (Free - Personal - Sustained)

Impervious Toughness 9 (9 PP)

(Free - Personal - Continuous)

Insubstantial 2 (10 PP)

Gaseous (Free - Personal - Sustained)

Ghostly (1 PP)

Enhanced Trait 5 (5 PP)

Traits: Dodge +5 (+15), Parry +5 (+15), Toughness -5 (+9) (Free - Personal - Sustained)

Insubstantial 4 (20 PP)

Incorporeal (Free - Personal - Sustained)



Defenses

Dodge **10/6**

Parry **10/6**

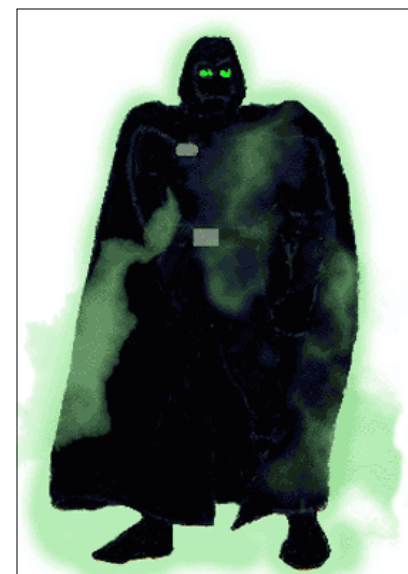
Fortitude **11**

Toughness **14**

Impervious: +11

Will **13**

Hero Points: 1



Dr. Augustus Lucienne, PhD

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Powers

ü Solid (1 PP)

ü Enhanced Trait 10 (10 PP)

Traits: Strength +2 (+5), Close Combat -10 (-2), Advantages: Close Attack 11 (Free - Personal - Sustained)

ü Impervious Toughness 11 (11 PP)

(Free - Personal - Continuous)

Martial Strike: Strength-based Damage 4 (4 PP)

DC 24 (Standard - Close - Instant)

ü Magical Spells (45 PP)

Bands of Bogardon: Cumulative Affliction 11 (1 PP)

1st degree: Hindered and Vulnerable, 2nd degree: Defenseless and Immobilized, Resisted by: Dodge, overcome by Damage or Sleight of Hand, DC 21; Accurate 3: +6, Cumulative, Extra Condition, Increased Range: ranged; Limited Degree (Standard - Ranged, 275/550/1100 ft. - Instant)

Eldritch Blast: Damage 15 (1 PP)

DC 30, Advantages: Improved Critical 4; Accurate: +2, Increased Range: ranged, Variable Descriptor 2: broad group - Magic (Standard - Ranged, 375/750/1500 ft. - Instant)

Fast Spells: Variable 4 (1 PP)

Action 2: free (Free - Personal - Sustained)

Gaseous Tendrils: Move Object 12 (1 PP)

100 tons; Increased Range: perception (Standard - Perception - Sustained)

Less Gaseous Tendrils: Move Object 9 (1 PP)

12 tons, DC 24; Damaging, Increased Range: perception (Standard - Perception - Sustained)

Magic Blast: Damage 11 (1 PP)

DC 26; Increased Range 2: perception, Variable Descriptor 2: broad group - Magic (Standard - Perception - Instant)

Magical Warp I: Teleport 12 (1 PP)

Carry 50 lbs.; Extended: 4000 miles in 2 move actions, Portal; Distracting, Limited to Extended (Move - Rank - Instant)

Magical Warp II: Teleport 9 (1 PP)

2 miles in a move action, carrying 50 lbs.; Portal (Move - Rank - Instant)

Soul Blight: Cumulative Affliction 11 (37 PP)

1st degree: Dazed, Impaired, 2nd degree: Stunned, Disabled, 3rd degree: Incapacitated, Unaware, Resisted by: Will, DC 21, Advantages: Improved Critical; Accurate 2: +4, Cumulative, Extra Condition, Reach (melee): 5 ft. (Standard - Close, 5ft. - Instant)

Skills

	Total	Ranks	Ability	Other
Acrobatics	+5	2	3	
Athletics	+7	2	5	
Close Combat: Sword Fighting	-2	4	4	-10
Deception	+8	2	2	+4
Expertise: Archaeology/Anthropology	+10	3	7	
Expertise: Magic	+14	1	7	+6
Expertise: Museum Curating	+8	1	7	
Expertise: Reading Dead languages	+8	1	7	
Insight	+10	-	10	
Intimidation	+10	2	2	+6
Investigation	+8	1	7	
Perception	+12	2	10	
Persuasion	+4	2	2	
Ranged Combat: Magical Spells	+7	1		+6
Sleight of Hand	-	-		
Stealth	+8	5	3	
Technology	+8	1	7	
Treatment	-	-	7	
Vehicles	-	-		

Advantages

Accurate Attack Trade effect DC for attack bonus.

All-out Attack Trade active defense for attack bonus.

Artificer Use Expertise (Magic) to create temporary magical devices.

Benefit: CoJ Gain a significant requisite or fringe benefit.

Close Attack 11 +1 bonus to close attack checks per rank.

Equipment 1 5 points of equipment per rank.

Holding Back Custom advantage.

Improved Critical 4: Eldritch Blast +1 to critical threat range with an attack per rank.

Improved Critical: Soul Blight +1 to critical threat range with an attack per rank.

Improved Initiative +4 bonus to initiative checks per rank.

Languages 4 Speak and understand additional languages.

Lionheart Custom advantage.

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; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

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Advantages

Power Attack Trade attack bonus for effect bonus.

Ritualist Use Expertise (Magic) to create and perform rituals.

Seize Initiative Spend a hero point to go first in the initiative order.

Speed of Thought Use Int for Initiative instead of Agi.

Power Settings

Hyper Flight - Fast Spells: Variable 4

Powers: Flight 10

Retrovision - Fast Spells: Variable 4

Powers: Illusion 1, Perception Area Enhanced Trait 3, Senses 4

Unseen, Unheard, Unsmelled - Fast Spells: Variable 4

Powers: Totally Undetected: Concealment 10

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)

(Inactive) Flight 10 - Speed: 2000 miles/hour, 4 miles/round

Flight 4 - Speed: 30 miles/hour, 500 feet/round

(Inactive) Flight 5 - Speed: 60 miles/hour, 900 feet/round

Magical Warp I: Teleport 12 - Carry 50 lbs.

Magical Warp II: Teleport 9 - 2 miles in a move action, carrying 50 lbs.

Routine Jump Distance - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.

Throwing Distance - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

Equipment

CoJ Communicator COJ-044 2, Contributions to CoJ stuff 3

Complications

Distinctive Features Eidolon releases a distinctive odor of Brimstone.

Enemy The Umbarran spirit is in a centuries-spanning battle with the chaos spirit Raziel.

Flashbacks Augustus occasionally suffers from memory flashbacks from Umbarran's previous hosts.

Foolish Mortals Umbarran is disdainful of mortals and extremely overconfident.

Partial Power If Lucienne cannot tap into the full power of the Umbarran spirit, he is "only" a Power Level 11, and cannot use the Maximum Power or Physical State Array powers. Note: this was his default stage during most of his time with the Hawk.

Secret Identity / Power Loss Augustus Lucienne has STR 1, STA 2, AGL -1, DEX 2, AWE 3 and PRE 3 in normal form. The only powers he retains in his human form are the magic sense and the Fast Spells effect.

Split Personality The relationship between Augustus and Umbarran is often a tenuous one where they fluxuate between cooperation and struggling for control.

Background Information

Languages: Arabic, English, French, German, Greek, Japanese, Latin, Spanish, Swahili