

## Ohm

Male; Age: 33; Height: 6' 1"; Weight: 177 lb.

Eyes: Brown; Hair: Brown

Power Level 11, 185 PP, **8 PP left to spend** ; Abilities 58 + Powers 46 + Advantages 35 + Skills 25 (50 ranks) + Defenses 21

## Abilities

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

## Offense

**Initiative: +10**

Attack Name

Attack Bonus & Resistance DC

Notes

**Ch'i Lightning: Damage 12 +10, DC 27 . . . . . 300/600/1200 ft., Crit 20**

**Throw . . . . . +2, DC 22 . . . . . Bludgeon, Crit 20**

**Unarmed . . . . . +15, DC 22 . . . . . Bludgeon, Crit 20**

## Powers

Ü **Ch'i Powers Array (28 PP)**

Ü **Ch'i Enhancement: Enhanced Trait 7 (1 PP)**

Traits: Strength +3 ( +7), Advantages: Close Attack; Custom 3: Multiattack (Free - Personal - Sustained)

**Ch'i Healing: Healing 5 (1 PP)**

Energizing, Persistent, Restorative, Stabilize (Standard - Close - Instant)

**Ch'i Lightning: Damage 12 (24 PP)**

DC 27; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

**Ch'i Mind Strike: Damage 6 (1 PP)**

DC 21; Alternate Resistance: Will, Increased Range 2: perception (Standard - Perception - Instant)

**Ch'i Protection Blast: Deflect 13 (1 PP)**

(Standard - Ranged, 325/650/1300 ft. - Instant)

**Kung Fu (4 PP)**

Multiattack (Standard - Close - Instant)

Ü **Levitate: Flight 3 (6 PP)**

Speed: 16 miles/hour, 250 feet/round (Free - Personal - Sustained)

Ü **Protection Field: Protection 3 (8 PP)**

+3 Toughness; Impervious [2 extra ranks], Sustained [2 extra ranks] (Personal - Sustained)

## Advantages

**Accurate Attack** Trade effect DC for attack bonus.

**Agile Feint** Feint using Acrobatics skill or Speed rank.

**All-out Attack** Trade active defense for attack bonus.

**Assessment** Use Insight to learn an opponent's combat capabilities.

**Beginner's Luck** Spend a hero point to gain 5 temporary ranks in a skill.

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

**Close Attack 4** +1 bonus to close attack checks per rank.

**Connected** Call in assistance or favors with a Persuasion check.

**Defensive Attack** Trade attack bonus for active defense bonus.

**Defensive Roll 2** +1 active defense bonus to Toughness per rank.

**Equipment 2** 5 points of equipment per rank.

**Evasion** Circumstance bonus to avoid area effects.

**Improved Aim** Double circumstance bonuses for aiming.

**Improved Defense** +2 bonus to active defense when you take the defend action.

**Improved Disarm** No penalty for the disarm action.

**Improved Initiative** +4 bonus to initiative checks per rank.



## Defenses

**Dodge 13**

**Parry 13**

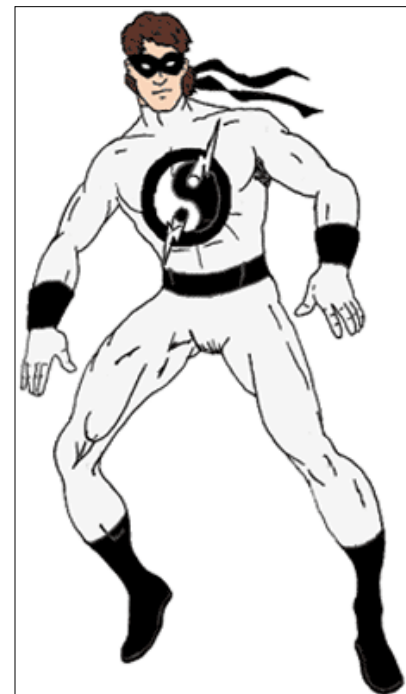
**Fortitude 6**

**Toughness 9/4**

Impervious: +5

**Will 8**

**Hero Points: 1**



**Mike Keller**

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## Advantages

- Improved Trip** No penalty for the trip action.
- Inspire 3** Spend a hero point to grant allies a +1 circumstance bonus per rank.
- Instant Up** Stand from prone as a free action.
- Languages 2** Speak and understand additional languages.
- Move-by Action** Move both before and after your standard action.
- Power Attack** Trade attack bonus for effect bonus.
- Startle** Use Intimidation to feint in combat.
- Takedown 2** Free extra attack when you incapacitate a minion.
- Taunt** Use Deception to demoralize in combat.
- Teamwork** +5 bonus to support team checks.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.

## 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)
- Levitate: Flight 3** - Speed: 16 miles/hour, 250 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 12 tons 6 feet; throw 3 tons 30 feet; throw 1600 lbs. 120 feet

## Equipment

- Contribution to Ranger equipment 8, Ranger Radio 2**

## Complications

- Motivation: Seeking Calm** Anger at criminal low-lives undercuts Mike's ability to reach a Zen mental state. His actions as Ohm help bring him peace.
- Relationships** A family man, Mike is very close to his wife and son, Cheryl and Mickey.
- Vulnerability** Mike is so in tune with his own life force that, when energy is forcibly removed, it affects him harder than most. Drain attacks get +2 to the effect.

## Background Information

- Languages:** Chinese (Cantonese), Chinese (Mandarin), English

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+8</b>	2	6	
<b>Athletics</b>	<b>+11</b>	4	7	
<b>Close Combat: Unarmed</b>	<b>+10</b>	4	6	
<b>Deception</b>	<b>+2</b>	-	2	
<b>Expertise: Kung Fu</b>	<b>+8</b>	6	2	
<b>Expertise: Streetwise</b>	<b>+6</b>	4	2	
<b>Insight</b>	<b>+5</b>	2	3	
<b>Intimidation</b>	<b>+6</b>	4	2	
<b>Investigation</b>	<b>+5</b>	3	2	
<b>Perception</b>	<b>+3</b>	-	3	
<b>Persuasion</b>	<b>+5</b>	3	2	
<b>Ranged Combat: Ch'i Powers</b>	<b>+10</b>	8	2	
<b>Sleight of Hand</b>	<b>-</b>	-	2	
<b>Stealth</b>	<b>+8</b>	2	6	
<b>Technology</b>	<b>+3</b>	1	2	
<b>Treatment</b>	<b>+5</b>	3	2	
<b>Vehicles</b>	<b>+6</b>	4	2	

## Validation Report

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

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; 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