

Siphon

Male; Age: 28; Height: 5' 11"; Weight: 180 lb.
Eyes: violet; Hair: brown

Power Level 11, 152 PP; Abilities 54 + Powers 62 + Advantages 17 +
Skills 10 (20 ranks) + Defenses 9

Abilities

Strength	13	Agility	2	Fighting	7	Awareness	2
Stamina	5	Dexterity	0	Intellect	2	Presence	4

Offense

Initiative: +6

Attack Name Attack Bonus & Resistance DC Notes

Throw +0, DC 28 Bludgeon, Crit 20
Unarmed +9, DC 28 Bludgeon, Crit 20

Powers

Draining Aura: Energy Aura 5 (25 PP)
DC 20; Alternate Resistance: Fortitude (Reaction - Close - Instant)

Energy Drain: Affliction 13 (13 PP)
1st degree: Fatigued, 2nd degree: Exhausted, 3rd degree: Asleep, Resisted by: Fortitude, DC 23
(Standard - Close - Instant)

ü Energy Sponge (24 PP)
Notes: The powers that Fade are recharged by the Sponging power. It takes an attack of 16 ranks (reduced to 8 by half effect) to recharge either power from nothing to full in a single shot.

ü Sponging: Immunity 20 (10 PP)
Very Common Descriptor: Energy; Limited - Half Effect (Personal - Permanent)

ü Strength Boost: Enhanced Strength 8 (7 PP)
+8 STR; Fades, Quirk: Starts at 0 and is difficult to fully charge at once (Free - Personal - Sustained)

ü Toughness Boost: Protection 8 (7 PP)
+8 Toughness; Impervious; Fades, Quirk: Starts at 0 and is difficult to fully charge at once (Personal - Permanent)

Advantages

- Accurate Attack** Trade effect DC for attack bonus.
- Attractive** Circumstance bonus to interaction based on your looks.
- Chokehold** Suffocate an opponent you have successfully grabbed.
- Close Attack 2** +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.
- Defensive Attack** Trade attack bonus for active defense bonus.
- Equipment 2** 5 points of equipment per rank.
- Fast Grab** Make a free grab check after an unarmed attack.
- Improved Disarm** No penalty for the disarm action.
- Improved Grab** Make grab attacks with one arm. Not vulnerable while grabbing.
- Improved Initiative** +4 bonus to initiative checks per rank.
- Power Attack** Trade attack bonus for effect bonus.
- Taunt** Use Deception to demoralize in combat.
- Teamwork** +5 bonus to support team checks.

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: 23 ft.; standing: 11.5 ft.; vertical: 4.6 ft.; standing vert.: 2.3 ft.



Defenses

Dodge	9
Parry	9
Fortitude	5
Toughness	13
Impervious: +8	
Will	2

Hero Points: 1



Luke Earl

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Movement

Throwing Distance - Throw 800 tons 6 feet; throw 200 tons 30 feet; throw 50 tons 120 feet

Equipment

Commlink, Contribution to The General Bragg 5

Complications

Police Record Siphon is wanted by local and federal law enforcement agencies.

Quirk Luke Earl is convinced he's the coldest guy ever.

Relationship Luke Earl loves his cousin Beau like they were brothers; and Rosemarie like she was his sister, except of course, for the sex.

Background Information

Languages: English

Additional Details

PP earned so far: 4

Skills

	Total	Ranks	Ability	Other
Acrobatics	+4	2	2	
Athletics	+13	-	13	
Deception	+5	1	4	
Expertise: Streetwise	+5	3	2	
Insight	+2	-	2	
Intimidation	+9	5	4	
Investigation	-	-	2	
Perception	+2	-	2	
Persuasion	+5	1	4	
Sleight of Hand	-	-		
Stealth	+2	-	2	
Technology	+5	3	2	
Treatment	-	-	2	
Vehicles	+5	5		

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