

Geist (Alex)

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 150 PP; Abilities 8 + Powers 93 + Advantages 3 + Skills 19 (37 ranks) + Defenses 27

Abilities

Strength	0	Agility	0	Fighting	0	Awareness	1
Stamina	0	Dexterity	0	Intellect	2	Presence	1

Offense

Initiative: +0

Attack Name Attack Bonus & Resistance DC Notes

Poltergeist: Move Object 2 +0, DC 12 50/100/200 ft., Crit 20

Throw +0, DC 15 Bludgeon, Crit 20

Unarmed +0, DC 15 Bludgeon, Crit 20

Powers

Grave Touch: Cumulative Affliction 10 (20 PP)

1st degree: Hindered, 2nd degree: Exhausted, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 20; Cumulative, Notes: You can weaken enemies with a touch, draining their life force. The target must make a DC 20 Fortitude save; failure by 1 degree means the target is hindered; 2 degrees, exhausted; 3 degrees, incapacitated. The effects are cumulative over multiple hits. (Standard - Close - Instant)

✓ **Incorporeal Form (42 PP)**

Notes: You can render yourself incorporeal, able to pass through solid objects. While incorporeal, you can also make yourself invisible, and fly at a leisurely pace of 4 mph (60 ft per round).

✓ **Concealment 10 (20 PP)**

All Senses (Free - Personal - Sustained)

✓ **Flight 1 (2 PP)**

Speed: 4 miles/hour, 60 feet/round (Free - Personal - Sustained)

✓ **Insubstantial 4 (20 PP)**

Incorporeal (Free - Personal - Sustained)

✓ **Mortification of the Flesh: Protection 6 (6 PP)**

+6 Toughness, Notes: Your skin has taken on the toughness of a mummy's shriveled flesh, providing you with +8 Toughness. (Personal - Permanent)

✓ **Poltergeist: Move Object 2 (4 PP)**

200 lbs., Notes: You can manipulate objects without touching them, moving up to 200 lbs at a range of 200 feet. (Standard - Ranged, 50/100/200 ft. - Sustained)

✓ **Ridden: Variable 2 (14 PP)**

Skill, Notes: By allowing one of the many ghosts that haunt you to temporarily possess you, you gain the skills and knowledge that ghost possessed in life. You can temporarily "purchase" up to 10 PP worth of skills and/or advantages (though you cannot raise a skill's bonus higher than +20). Advantages purchased in this way must be "innate" abilities -- i.e., you cannot purchase an advantage like Wealth or Diplomatic Immunity. (Standard - Personal - Sustained)

✓ **Spirit Medium: Comprehend 2 (2 PP)**

Spirits - Communicate, Spirits - Medium; Broad Type: Spirits of the dead only., Notes: You can see and communicate with the spirits of the dead. (Personal - Permanent)

✓ **Unquiet Repose: Immortality 5 (5 PP)**

Return after 1 day; Limited: Only if not buried in consecrated ground., Notes: You cannot die. If you are "killed," you automatically return to full life and health after 1 day, unless you are first buried in consecrated ground. (Personal - Permanent)

Advantages

Fearless Immune to fear effects.

Hide in Plain Sight Hide while observed without need for a diversion.

Startle Use Intimidation to feint in combat.

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)



Defenses

Dodge 8

Parry 6

Fortitude 8

Toughness 6

Will 6

Hero Points: 1

Knockback: -6

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Movement

Flight 1 - Speed: 4 miles/hour, 60 feet/round

Routine Jump Distance - Running jump: 10 ft.; standing: 5 ft.; vertical: 2 ft.; standing vert.: 1 ft.

Throwing Distance - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet

Complications

Hatred Geist's obsession with punishing violent criminals borders on the irrational, sometimes overwhelming his better judgment.

Haunted The spirits that "ride" Geist are constantly clamoring in his head, occasionally distracting him or even demanding that he pursue their individual agendas.

Motivation: Vengeance The victim of a particularly violent crime, Geist is driven by the need to see criminals punished for their sins.

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-		
Athletics	+0	-		
Close Combat: Grave Touch	+6	6		
Deception	+5	4	1	
Expertise: Occult	+10	8	2	
Insight	+5	4	1	
Intimidation	+4	3	1	
Investigation	-	-	2	
Perception	+4	3	1	
Persuasion	+4	3	1	
Sleight of Hand	-	-		
Stealth	+4	4		
Technology	+4	2	2	
Treatment	-	-	2	
Vehicles	-	-		

Validation Report

Validation Report (0 issues): Nothing identified

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