

Peter (Eric Hatcher)

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

Power Level 10, 150 PP; Abilities 4 + Powers 108 + Advantages 13 + Skills 25 (49 ranks) + Defenses 0

Abilities

Strength	10/0	Agility	0	Fighting	0	Awareness	0
Stamina	10/0	Dexterity	0	Intellect	0	Presence	2

Offense

Initiative: +0

Attack Name

Attack Bonus & Resistance DC

Notes

Throw +10, DC 25 Bludgeon, Crit 20

Unarmed +10, DC 25 Bludgeon, Crit 20

Powers

✓ "Black Peter" (108 PP)

Activation: Standard Action, Advantages: Fast Grab, Improved Grab, Improved Hold, Improvised Weapon, Interpose, Move-by Action, Power Attack, Redirect, Takedown 2, Notes: You can transform into your "Black Peter" form by taking a standard action. In addition to the powers listed below, this gives you access to the Fast Grab, Improved Grab, Improved Hold, Improvised Weapon, Interpose, Move-by Action, Power Attack, Redirect, and Takedown.

✓ Animalistic Senses: Senses 5 (5 PP)

Acute (Type): Smell, Darkvision, Infravision, Notes: You possess both darkvision and infravision, and can detect fine details and distinguish individuals by smell when in Black Peter form. (Personal - Permanent)

✓ Bestial Body: Enhanced Trait 50 (50 PP)

Traits: Strength +10 (+10), Stamina +10 (+10), Fortitude +10 (+20), Notes: Your Strength, Stamina, and Fortitude increase by +10 when in Black Peter form. (Free - Personal - Sustained)

Brimstone Step: Teleport 1 (5 PP)

60 feet in a move action, carrying 50 lbs.; Accurate, Easy, Extended: 2 miles in 2 move actions, Notes: You can teleport up to 60 feet as a move action when in Black Peter form. You can carry up to 50 pounds along with you. You do not need to know or sense your destination, only be able to generally describe it. By taking two move actions, you can extend your range up to 2 miles. (Move - Rank - Instant)

Demonic Leap: Leaping 7 (7 PP)

Leap 900 feet at 250 miles/hour, Notes: You can leap up to 900 feet with a single move action when in Black Peter form. (Free - Personal - Instant)

✓ Fleshmending: Regeneration 5 (10 PP)

Every 2 rounds; Persistent, Notes: You automatically heal 1 bruise or 1 damage condition every 2 rounds. (Personal - Permanent)

✓ Infernal Integument: Protection 10 (10 PP)

+10 Toughness, Notes: Your demonic hide provides 10 ranks of Toughness when in Black Peter form. (Personal - Permanent)

✓ Savage Violence: Enhanced Trait 10 (10 PP)

Traits: Close Combat +10 (+10), Ranged Combat +10 (+10), Notes: Your Close Combat and Ranged Combat skills increase by +10 when in Black Peter form. (Free - Personal - Sustained)

Soul-Rending Claws (3 PP)

Affects Insubstantial 2: full rank, Alternate Resistance: Will, Incurable, Notes: Your claws rend the very substance of a victim's soul, even affecting insubstantial targets. The damage inflicted is resistant to special healing powers, and must be resisted with Will instead of Toughness. (Standard - Close - Instant)

Advantages

Connected Call in assistance or favors with a Persuasion check.

Equipment 2 5 points of equipment per rank.

Fast Grab Make a free grab check after an unarmed attack.

Fearless Immune to fear effects.

Improved Grab Make grab attacks with one arm. Not vulnerable while grabbing.

Improved Hold -5 circumstance penalty to escape from your holds.



Defenses

Dodge 0

Parry 0

Fortitude 20/10

Toughness 20

Will 0

Hero Points: 1

Knockback: -20

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Advantages

Improvised Weapon Use Close Combat: Unarmed skill with improvised weapons, +1 damage bonus.

Interpose Take an attack meant for an ally.

Jack-of-all-trades Use any skill untrained.

Luck 5 Re-roll a die roll once per rank.

Move-by Action Move both before and after your standard action.

Power Attack Trade attack bonus for effect bonus.

Redirect Use Deception to redirect a missed attack at another target.

Takedown 2 Free extra attack when you incapacitate a minion.

Teamwork +5 bonus to support team checks.

Ultimate Effort: Deception Check Spend a hero point to get an effective 20 on a specific check.

Well-informed Immediate Investigation or Persuasion check to know something.

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)

Brimstone Step: Teleport 1 - 60 feet in a move action, carrying 50 lbs.

Demonic Leap: Leaping 7 - Leap 900 feet at 250 miles/hour

Routine Jump Distance - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

Throwing Distance - Throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

Equipment

Taser

Complications

Indentured Peter's alter ego is beholden to demonic forces which have agendas of their own. Occasionally, they may require services from him, or even force him to act without his knowledge or memory.

Monstrous In his "Black Peter" form, Peter is a creature of violence and terror; few bystanders would believe that he is actually a hero fighting the good fight, and many find it difficult to trust that he is fully in control of his alter ego.

Motivation: Doing Good Peter is a stand-up guy who just wants to do good and bring positivity to the people he works with.

Power Loss Exposure to excessively positive or innocent feelings make it difficult for Peter to maintain his super-powered form.

Background Information

Languages: Native Language

Skills

	Total	Ranks	Ability	Other
Acrobatics	+0	-		
Athletics	+10	-	10	
Close Combat: Unarmed	+10	-		+10
Deception	+12	10	2	
Expertise: Bureacratic Red Tape	+4	4		
Expertise: Disaster Management Services &	+5	5		
Insight	+5	5		
Intimidation	+2	-	2	
Investigation	+5	5		
Perception	+5	5		
Persuasion	+12	10	2	
Ranged Combat: Throw	+10	-		+10
Sleight of Hand	+0	-		
Stealth	+0	-		
Technology	+5	5		
Treatment	+0	-		
Vehicles	+0	-		

Validation Report

Validation Report (0 issues): Nothing identified

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