

# JACK STRIDER

## AVATAR OF THE CITY

9

**STRENGTH**

6

**AGILITY**

6

**FIGHTING**

7

**AWARENESS**

8

**STAMINA**

1

**DEXTERITY**

1

**INTELLECT**

2

**PRESENCE**

**INITIATIVE:** +6

### DEFENSE

DODGE.....9

PARRY.....9

TOUGHNESS.....10/8

FORTITUDE.....8

WILL.....8

### DAMAGE

- BRUISES
- DAZED
- STAGGERED
- INCAPACITATED

### FATIGUE

- FATIGUED
- EXHAUSTED

**Base Movement Speed:** 2 mph, 30 ft/rd (run 4 mph, 60 ft/rd; swim .5 mph, 6 ft/rd)

**Jump Distance:** running jump 24 ft; standing jump 12 ft; vertical 4.8 ft; standing vertical 2.4 ft

**Throwing Distance:** throw 50 tons 6 ft; throw 12 tons 30 ft; throw 3 tons 120 ft

### HERO POINTS

### OFFENSE

	Attack	Damage	Notes
Unarmed	+11	DC 24	
Throw	+1	DC 24	
Fists of the City	+1	DC 24	ranged 225/450/900 ft.

### POWERS

**Ageless Avatar:** You do not age, and are immune to poison, starvation, thirst, and suffocation. You regenerate one damage level (starting with bruises, then other damage conditions) every 2 rounds.

**Doorways of the City:** You can teleport up to 250 miles, as long as: 1) both the start and end point are within a city; and 2) there is a door at either end for you to pass through. The door always opens for you, even if it is locked, however you cannot bring other people with you or leave the door open behind you. You do not need to be familiar with your destination, just able to describe it generally. Activating this power is a move action.

**Eyes of the City:** You gain a +6 bonus to your Awareness. You can see through all forms of visual concealment (darkness, smoke, etc.), and can detect forensic-level visual and tactile details on anything you can see or touch. You have an unerring sense of direction and distance. You can hear and understand radio transmissions. You can use Perception to mentally sense danger or to mentally track a quarry through a city environment. By concentrating, you can divine details about the past (postcognition) or future (precognition) of an object or location in a city. Your normal present-day senses don't work when using these senses.

**Fists of the City:** You can telekinetically control up to 12 tons of "urban materials" (bricks, concrete, asphalt, metal girders, etc.) out to a range of 900 ft. You can use the controlled material to attack targets directly or perform maneuvers such as trip, disarm, etc.

**Footsteps of the City:** You leave no visible trace or footprints when you move through a city, and are unaffected by difficult terrain. You can also walk on walls and fall any distance without injury.

**Strength of the City:** You gain a +6 bonus to Strength, Stamina, Agility, and Fighting while in a city.

**Voice of the City:** You can communicate with inanimate objects and structures that are "part of" the city (lamp posts, dumpsters, alleyways, etc.), reading impressions about events directly affecting them or in their immediate area.

## ADVANTAGES

**Connected:** You can make a Persuasion check to call in favors from someone you know in the city.

**Defensive Roll:** You gain +2 ranks of Toughness, but you lose this bonus whenever you are defenseless or vulnerable.

**Extraordinary Effort:** When you use extra effort, you can choose two benefits instead of one.

**Fast Grab:** You can make a free grab check after a successful unarmed attack.

**Favored Environment:** You get a +2 bonus to attack rolls or active defenses (your choice) in an urban environment.

**Improved All-Out Attack:** When you perform an all-out attack, you can take a -5 penalty to your active defenses to gain a +5 bonus to your attack roll.

**Improved Grab:** You can make grab attacks with one arm, and you are not vulnerable while grabbing.

**Improved Hold:** Opponents suffer a -5 penalty to escape from your holds.

**Luck:** Once per session, re-roll a die roll, adding 10 if the unmodified result (i.e., the actual number on the die) is 10 or less.

**Move-by Action:** You can split your move action to move both before and after your standard action.

**Takedown:** When you incapacitate a minion, you may immediately target another minion within range, moving up to your speed if necessary, until you run out of movement or miss.

## SKILLS

ACROBATICS.....	+12
ATHLETICS.....	+14
CLOSE COMBAT (UNARMED).....	+12
DECEPTION.....	+2
EXPERTISE (STREETWISE).....	+3
INSIGHT.....	+15
INTIMIDATION.....	+2
INVESTIGATION.....	+9
PERCEPTION.....	+15
PERSUASION.....	+6
RANGED COMBAT.....	+1
SLEIGHT OF HAND.....	-
STEALTH.....	+11
TECHNOLOGY.....	-
TREATMENT.....	-
VEHICLES.....	-

## COMPLICATIONS

**Motivation – Responsibility:** You are somehow mystically compelled to protect cities in general and Emerald City in particular. You couldn't stop doing it even if you wanted to.

**Amnesia:** Your memories are riddled with blank spots, some of which span decades. Events that occurred during those time periods may have a way of catching up to you.

**Power Loss:** You lose all your powers if you venture more than a few miles outside of a developed urban area. Even in a small town or suburb, you may be fatigued or partially weakened.

**Relationship:** You have a somewhat contentious relationship with your ex-girlfriend, Angelica Jones, an energy-projector who superheroes in Portland under the codename Ignitrix.