

# PETER / "BLACKOUT"

GENIAL OPTIMIST / RAGING SHADOW DEMON

0/10

STRENGTH

0

AGILITY

0

FIGHTING

0

AWARENESS

0/10

STAMINA

0

DEXTERITY

0

INTELLECT

0

PRESENCE

INITIATIVE: +0

## DEFENSE

DODGE..... 0

PARRY ..... 0

TOUGHNESS..... 0/20

FORTITUDE..... 0/20

WILL ..... 0

## DAMAGE

BRUISES

DAZED

STAGGERED

INCAPACITATED

## FATIGUE

FATIGUED

EXHAUSTED

## OFFENSE

	Attack	Damage	Notes
Unarmed	+0/+10	DC 15/25	
Throw	+0/+10	DC 15/25	
Taser	+0	DC 15 Fort	daze/stun/incapacitate

## POWERS

**Blackout:** You can transform into your Blackout by taking a standard action. With Extra Effort, you can transform instantaneously and unconsciously as a reaction. When you are Blackout, you gain the following powers:

**Animalistic Senses:** You can see in both darkvision and infravision, and can detect fine details and distinguish individuals by smell.

**Bestial Body:** Your Strength, Toughness, and Fortitude increase by 10.

**Brimstone Step:** You can teleport up to 60 feet as a move action, carrying 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.

**Demonic Leap:** You can leap up to 900 feet in a single move action.

**Fleshmending:** You automatically heal 1 bruise or 1 damage condition every 2 rounds.

**Infernal Integument:** Your demonic hide provides 10 ranks of Toughness.

**Savage Violence:** Your Close Combat and Ranged Combat skills increase by +10; you also gain the Fast Grab, Improved Grab, Improved Hold, Improvised Weapon, Move-by Action, Power Attack, Redirect, and Takedown advantages.

**Soul-Rending Claws:** 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.

**Base Movement Speed:** 2 mph, 30 ft/rd (run 4 mph, 60 ft/rd; swim 0.5 mph, 6 ft/rd)

**Jump Distance (as Peter):** running jump: 10 ft; standing jump: 5 ft; vertical: 2 ft; standing vertical: 1 ft

**Jump Distance (as Blackout):** 900 ft

**Throwing Distance (as Blackout):** throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

## HERO POINTS

## ADVANTAGES

**Connected:** You can make a Persuasion check to call in favors from various offices of city management.

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

**Fearless:** You are immune to fear effects of all sorts.

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

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

**Improvised Weapon (Blackout only):** You can use your Close Combat (Unarmed) skill when fighting with an improvised weapon.

**Interpose:** Once per round, you can place yourself in front of an ally who is targeted by an attack, making yourself the target instead.

**Jack-of-All-Trades:** You can use any skill untrained.

**Luck:** Five times 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 (Blackout only):** You can split your move action to move both before and after your standard action.

**Redirect (Blackout only):** If you successfully use Deception to trick an opponent, and that opponent attacks and misses you before the start of your next turn, you can redirect the attack to hit another target adjacent to you.

**Takedown (Blackout only):** 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.

**Teamwork:** You get a +5 bonus when providing support to a team check.

**Ultimate Effort (Deception):** You can spend a hero point to get an automatic 20 on a Deception check.

## SKILLS

ACROBATICS.....	+0
ATHLETICS.....	+0/+10
CLOSE COMBAT (UNARMED) ...	+0/+10
DECEPTION .....	+12
EXPERTISE (BUREAUCRATIC RED TAPE) .....	+5
EXPERTISE (DISASTER MANAGEMENT PLANNING) .....	+5
INSIGHT .....	+5
INTIMIDATION.....	+2
INVESTIGATION.....	+5
PERCEPTION .....	+5
PERSUASION .....	+12
RANGED COMBAT (THROW) .....	+0/+10
SLEIGHT OF HAND.....	+0
STEALTH .....	+0
TECHNOLOGY.....	+5
TREATMENT .....	+0
VEHICLES .....	+0

## EQUIPMENT

**Taser:** Targets hit by your taser must make a DC 15 Fortitude check or be dazed/stunned/incapacitated.

## COMPLICATIONS

**Motivation (Doing Good):** You are a stand-up guy who just wants to do good and bring positivity to the people he works with.

**Indentured:** Your alter ego is beholden to demonic forces that 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 your Blackout form, you are a creature of violence and terror. Few bystanders would believe that you are actually a hero fighting the good fight, and many find it difficult to trust that you are fully in control of your alter ego.

**Power Loss:** Exposure to excessively positive or innocent feelings make it difficult for you to maintain your super-powered form.