METAHUMANS RISING

Name: The Night Warden **Player:**
Campaign: **Power Level:** Classic

BACKGROUNDS

ORIGIN Man With A Mission (Dedication) 10

CATALYST Unchecked Power 8

DRIVES

Purge the Deviant 5
Secret Identity 1

Concepts

A Sad Mad Man Driven Insane
There are those that follow his law and deviants
The hero of his story
Wants to "rehabilitate" the sick

ISSUE 0

Before he was the Night Warden Kurt Cole was an actual prison warden. What his intentions were when he entered law enforcement has been lost to the idea that his ideals are the only ones that matter, and those that do not agree need to be punished.

APPEARANCE

A man in his fifty's wearing an dark blue armored police officer's armored version of a 1940's police uniform and mask.

HIS	STR	DEX	CON	SEN	FOR	WIS	INT	MEN	EXN
10	7	12	10	7	7	7	7	5	7

TALENTS

	Value	Support
Career: Warden	3	
Area of Influence: "Hard Line" Cops	3	
Concentration	10	
Discipline	10	
Education	3	
Etiquette	1	
Fitness	8	
Intimidation	8	
Law	12	
Perseverance	1	
Perception	1	
Manual Labor	3	
Research	1	
Stealth	5	
Study: Prisons	5	
Subterfuge	3	
Tracking	5	
State Resources (Wealth)	10	

BOONS/DRAWBACKS

	Value
Vulnerability: Water	
Gear (MA11TY - MA7 (Empowered))	MA4TY
Tools (Actual Tools, Bug, Tracer, Elevator, Hidden Weapon)	MA (Wealth)

STAMINA		WILLPOWER		EXPERIENCE	
14	14	6	10		

POWERS/FIGHTING STYLES/GEAR

Name

Experienced Prison Guard 6 (Parent Attribute: Strength/Primary Role: Offense) — 6
Secondary Role: Defense MA
Cost: 1 Fighting Style (Empowered Option) +2 AP

Gear: Electric Law Bracers 12 (Parent Attribute: Dexterity/Primary Role: Offense) — 12
Ranged TY
Continuous (Brutal Onslaught) MA2
Defended By: Quickness MA
Devastating (Boost Devastation) MA2
Trapping (Variable Trap, Power Pass, Untouchable Trap) MA4
Limited: Trapping Only Applies with Brutal Onslaught)
Cost: 14 + 3 + 12 + 6 + 12 + 24 - 3 = 68/Gear = MA8TY

Gear: Warden's Armor 10 (Parent Attribute: Constitution/Primary Role: Defense) — 10
Armor MA
Passive Defense MA
Cost: 12 + 6 + 6 = 24/Gear = MA3

ADVANTAGES/NOTES

Etiquette: Once per session, use Etiquette (1) as a Supporting Characteristics when Defending against Mental Attacks. | Fitness: Reduce the the number of Actions they are Staggered by 1 | Law: Once per session, use Law (12) as a Supporting Characteristic when resisting/breaking free of mental control | Perseverance: Add Perseverance (1) to any Normal Defense roll after suffering 1 Damage. This lasts for 1 turn and may be used once per session. | Tracking: Once per session, use Normal Defense instead of Surprised Defense if Night warden has already seen their Opponent.
Discipline: Add Discipline (10) to any Strength roll or Physical Attack roll after 10 Damage. This lasts for 1 turn and may be used once per session. | Stealth: hide from Opponents in Combat. Roll Dexterity (12) + Stealth (5) versus the highest Sense + Perception + Tracking. On a successful roll the combatants lose track of the character. If the character follows up with an Attack, they use the Target's Surprised Defense. This may be done multiple times. However, using a power with a visual component increases the Target by 10, unless the Opponent is first distracted by something else.

INITIATIVE	MENTAL DEFENSE	SURPRISED DEFENSE	NORMAL DEFENSE
8	5	17	25
+3 dice	+2 dice	+3 dice	+3 dice
	2 Armor	5 Armor	6 Armor

FAVORED ATTACKS

Name: Electric Blast **Value** 24 **Dice** 3 **Range** M **Damage** 4 **NoC** 2
Notes Defended By Quickness, Brutal Onslaught +4 Damage Each Action the Attack is maintained, Traps Target: Escape Roll Target: 34

Name: Electrified Fists **Value** 30 **Dice** 3 **Range** C **Damage** 10 **NoC** 3
Notes Brutal Onslaught +4 Damage Each Action the Attack is maintained. Traps Target: Escape Roll Target: 34

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