

Vorpul Treefrog

PL	10	PP	150	Teleporter
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Real Name Mike Parker
 Gender Male
 Age 23

eyes Green
 hair Red

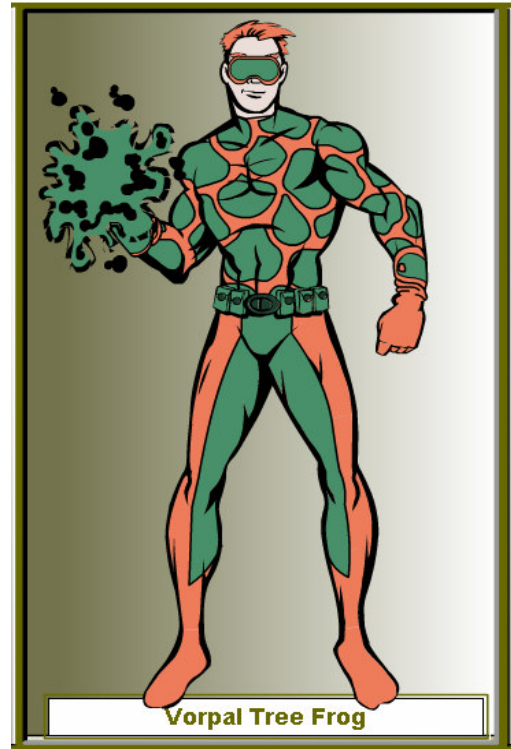
size Medium
 height
 weight

STR	DEX	CON	INT	WIS	CHA
12	20	14	10	12	14
+1	+5	+2	+0	+1	+2

FORT	REF	WILL	TOUGH	DEFENSES
+2	+5 Evasion 2	+1	+6 (Flat: 2)	Defensive Roll: 4 Knockback: 3 / Flat: 1

DEFENSE	INIT	ATTACK	ATTACKS
22/14 Uncanny Dodge Dodge Focus +4	+13	M +10 R +10	Unarmed +1 (Bruise)

HERO	<input type="checkbox"/> STAGGERED	<input type="checkbox"/> FATIGUED	ROLL	NORMAL	LETHAL
1	<input type="checkbox"/> DISABLED	<input type="checkbox"/> EXHAUSTED	FAIL 4-	BRUISED	INJURED
	<input type="checkbox"/> DYING	<input type="checkbox"/> UNCONSCIOUS	FAIL 5+	STUNNED + BRUISED	INJURED
	BRUISES □□□□□	□□□□□	FAIL 10+	STAGRD + STUNNED	DISABLED
	INJURIES □□□□□	□□□□□	FAIL 15+	UNCONSCIOUS	DYING



Vorpul Tree Frog

POWERS	
10	Teleport Teleport as far as the Moon as a full action Move self+100lbs up to 1000 ft as move action Power Feat: Change Velocity Can teleport "at rest" to destination
2	Wall-Crawling Climb at full speed, not flat-footed while climbing
DRAWBACKS	

FEATS	
Benefit (1)	Gain 1 police rank/level
Acrobatic Bluff	Feint and trick w/Acrobatics inst. of Bluff
Defensive Roll (4)	+4 Toughness save bonus
Dodge Focus (4)	+4 dodge bonus
Elusive Target	2x ranged attack penal. vs you in melee
Evasion (2)	No damage from attacks allowing Reflex save
Grappling Finesse	Grapple checks use Dex, retain dodge bonus
Improved Disarm	+2 bonus on attack rolls to disarm
Improved Grab	Grapple = free action after successf. attack
Improved Grapple	Make grapple checks with only one hand
Improved Initiative (2)	+8 bonus on initiative checks
Sneak Attack (4)	+5 dam. when surprise attack an opponent
Taunt	Demoralize w/Bluff inst. of Intimidate
Uncanny Dodge	Retain dodge bonus while flat-footed
MOVEMENT	
Base 30 / 60 / 120	Leap 11 / 5 / 2
Speed: 5m/h, 50f/r	
Teleport: 200,000 miles	
LIFTING	
Light: 43 lbs, Med: 86 lbs, Heavy: 130 lbs	
Max: 260 lbs, Push: 650 lbs	

SKILLS	
Acrobatics*	10 (+15)
Bluff	(+2)
Climb	2 (+3)
Computers*	2 (+2)
Concentration	(+1)
Craft*	
Diplomacy	(+2)
Disable Device*	
Disguise	(+2)
Drive*	2 (+7)
Escape Artist	(+5)
Gather Info	6 (+8)
Handle Animal	(+2)
Intimidate	10 (+12)
Investigate*	10 (+10)
Knowledge*	
Law*	4 (+4)
Medicine*	
Notice	10 (+11)
Perform*	
Pilot*	6 (+11)
Profession*	4 (+5)
Ride*	
Search	10 (+10)
Sense Motive	10 (+11)
Sleight of Hand*	
Stealth	10 (+15)
Survival	2 (+3)
Swim	2 (+3)
Languages	1
English.	

Abilities 22 + Skills 25 (100 ranks) + Feats 25 + Powers 41 + Combat 36 + Saves 0 - Drawbacks 0 = 149 / 150

VORPAL TREEFROG PL:10 PP:150

CONDITIONS

blinded 50% miss in combat, no dodge, -2 to def, -4 str & dex
dazed can take no actions, keeps dodge bonus
deafened cannot hear, -4 init
disabled single action per round. strenuous actions = dying
dying fort save dc:10 or die. +1 dc to save per hour
entangled -2 att & def, -4 dex, move 1/2 speed unless anchored
exhausted 1/2 speed, -6 str & dex, -3 att & def
fatigued no run or charge, -2 str & dex, -1 att & def
grappled can only make simple attack or break free of grapple
helpless +4 to be hit (melee), 5 defense
injured each injury incurs an additional -1 toughness save
invisible +2 to hit defenders 50% chance miss to be hit
nauseated move actions only, fort save DC 10+ power rank
paralyzed 0 str & dex, 5 def, can take mental actions
pinned held immobile in grapple, no dodge, -4 def
prone -4 melee attacks, +4 to be hit (melee), -4 (ranged)
shaken -2 to all saves and checks
sickened -2 to all attack rolls and checks
slowed -1 attacks, defense, reflex. Move at half speed
staggered 1 move or standard action per round
stunned stunned for 1 round, lose dodge bonus, +2 to be hit
unconscious knocked out & helpless

EXTRA EFFORT

check bonus +2 str bonus on a single check
increase carry capacity +5 str carry capacity for one round
increase move double movement speed for one round
increase power +2 ranks to a power
gain power feat add power feat until end of encounter
willpower add! will save with lasting effect
surge gain additional std or move attack

HERO POINTS

improve roll reroll an action. Min 10+lowest roll
improve your defense +5 Def for 1 round
heroic feat add feat (no fortune feats), 1 rank per hero pt
dodge double dodge bonus per round
instant counter counter a power used against you
cancel fatigue reduce fatigue by 1 level
recover shake off stunned or fatigue
escape death stabilizes dying condition
inspiration hint, clue, or other help from GM

GAME INFO

Player
 Campaign Top 10: Night Shift v.2
 GM Sophie Lagacé
 Player email

NeoPD Special Operations Bureau

base Neopolis
city Precinct 10
other members

team notes

NPCS

BATTLE TACTICS

BACKGROUND

real name Mike Parker
origin Mutant
allegiance
occupation
1st appearance Top 10: Nightshift
nationality
ethnicity
gender Male
age 23
height
weight
hair Red
eyes Green
motivation Recognition

PERSONALITY

PHYSICAL APPEARANCE

What kind of distinctive features do you have?

What motivates you? What are your ambitions?

Rank	Time	Value	Extended Range
1	3 seconds	1	10 ft
2	6 seconds	2	100 ft
3	1 minute	5	1,000 ft
4	5 minutes	10	1 mile
5	20 minutes	25	5 miles
6	1 hour	50	20 miles
7	5 hours	100	200 miles
8	1 day	250	2,000 miles
9	1 week	500	20,000 miles
10	1 month	1,000	200,000 miles
11	3 months	2,500	2 million miles
12	1 year	5,000	20 million miles
13	5 years	10,000	200 million miles
14	10 years	25,000	2 billion miles
15	50 years	50,000	anywhere in solar system
16	100 years	100,000	Nearby star systems
17	500 years	250,000	Distant star systems
18	1,000 years	500,000	Anywhere in Galaxy
19	5,000 years	1,000,000	Nearby Galaxies
20	10,000 years	2,500,000	Anywhere in Universe