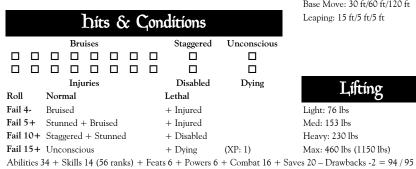
Piper Merkava

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$\begin{array}{c c c c c c c c c c c c c c c c c c c $	Identity Origin	Public ID Training Lloyd Montgomery		Gender Age	Male 35	Wo Ha Eyo	eight iir es	205 Black an	nd grey Max Attack 6 Max Defense
Sprength +3 16 16 0 Blaff (+3) 8 [1] Regite for the dowardsde [Heal 9]. Deckretivy +3 16 16 0 Computer* (+3) 2 Constitution +3 16 16 0 Computer* (+3) 1 1 16 16 0 (+3) 1 1 16 16 0 (+3) 1 1 16 0 Conter* (+3) 1 1 16 0 Conter* (+3) 1 1 16 0 Conter* (+3) 1 1 16 0 Decart (+3) 1 1 16 0 Decart (+3) 1 <		Abilit	ties			Skill	5		Powers & Gquípment
$\begin{array}{c c c c c c c c c c c c c c c c c c c $		Modifier	Total	Base	Enhanced				
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	Strength	+3	16	16	0				· · ·
$\begin{array}{c cccc} Constitution & 3 & 16 & 16 & 0 \\ Intelligence & +2 & 14 & 14 & 0 \\ & (+2) & (+2) \\ Wisdom & +3 & 16 & 16 & 0 \\ & (+3) & (+3) & (+1) \\ Wisdom & +3 & 16 & 16 & 0 \\ & (+3) & (+2) & (+2) \\ & (+2) & $	Dexterity	+3	16	16	0	1			
Intelligence +2 14 14 0 (+2) 1 (+2) (+1) <t< td=""><td>4</td><td></td><td></td><td>16</td><td>0</td><td></td><td>5 (+0)</td><td></td><td></td></t<>	4			16	0		5 (+0)		
Intelligence $+2$ 14 14 0 $(+2)$ Wisdom $+3$ 16 16 0 $(+2)$ $(+2)$ Quarisma $+3$ 16 0 0 $(+2)$ $(+2)$ $(+2)$ Saving Throws 3 16 0 <									
Vision $+3$ 16 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 0 16 16 0 16 16 0 16	Intelligenc	e +2	14	14	0				[a] Dessing of Ozzan [recitesis 1]
Charisma $+3$ 16 16 0 Disable Device* $(+2)$ Starting Throws Toughness $(+3)$ Abilities Muse $(+3)$ Toughness $+6/+3$ $+0$ $+3$ $+0$ $+3$ $+0$ $+3$ $+0$ Fortitude $+9$ $+6$ $+3$ $+0$ $+3$ $+0$ $+3$ $+0$ Reflex $+9$ $+6$ $+3$ $+0$ $+3$ $+0$ $+3$ $+0$ Reflex $+9$ $+6$ $+3$ $+0$ -1 <td>Wisdom</td> <td>+3</td> <td>16</td> <td>16</td> <td>0</td> <td>Diplomacy</td> <td></td> <td></td> <td>Half plate [Toughness +5: Armor check -6: 20 ft. move]</td>	Wisdom	+3	16	16	0	Diplomacy			Half plate [Toughness +5: Armor check -6: 20 ft. move]
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	Charísma	+3	16	16	0	Disable Device*	(+2)		
ToughnessToulBaseAbilitiesMiseGamble*(+1)Toughness $+6/+3$ $+0$ Haalle Animal(+3)Fortitude $+9$ $+6$ $+3$ $+0$ Haalle Animal(+1)Reflex $+9$ $+6$ $+3$ $+0$ Haalle Animal(-14)Will $+11$ $+8$ $+3$ $+0$ Corrent Events* $2(+4)$ Movelage*(-2)Language* $2(+2)$ Language* $2(+2)$ Language*(+2)Knockback: $(+2)$ Language* $2(+2)$ Language* $2(+2)$ Notice $6(+2)$ Notice $6(+3)$ Pofensic $+8/+2$ Hart $+6$ Hart $(+3)$ Pofense $+8/+2$ Hart $+6$ Hart $(+3)$ Notice $6(+3)$ Pofense $+8/+2$ Hart $+6$ Hart $(+3)$ Scarch $2(+3)$	4			10	e	0			
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For trude A minimidate $4(+7)$ Horizande A minimidate $4(+7)$	Tauchner								
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Kelick $+9$ $+6$ $+3$ $+0$ Current Events* 2 (+4)Will $+11$ $+8$ $+3$ $+0$ Current Events* 2 (+4)Will $+11$ $+8$ $+3$ $+0$ -1 actics* 2 (+4)Defensive Roll: 3 $(+2)$ $(+2)$ $(+2)$ Knockback: 3 / Flat: 1Language* 2 Actack $+4$ $+6$ $+4$ MakeRangedMedicAttack $+4$ $+6$ $+4$ Unarmed $+3$ (Bruise)Notice 6 (+9)Defense $+8/+2$ $+4$ $+6$ TotalBaseMiscSizeDefense $+8/+2$ $+4$ $+6$ TotalDescrityPowerFeatInitiativeTotalDescrityPowerFeatInitiativeTotalDescrityPowerFeatHero Doints1Search 2 (+5)Survival 2 (+5)Survival2 (+5)Survival 2 (+5)	Fortítude	+9	+6	+3	+0				
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$\begin{array}{c c c c c c c c c c c c c c c c c c c $	Will	⊥ 11	- +8	⊥3	+0				
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $		111		15	10	-Theology/Philosop			
Knockback: $3 / Flat: 1$ $(+2)$ Language* 2 Archaean, Khulthean, Volex Pem Pem $Httack +4 +6 +4$ Unarmed +3 (Bruise) $I true = 1 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 4 + 6 + 6$									
Language*2Archaean, Khulthean, Volex PemMeleeRangedArttack $+44$ $+66$ TotalBaseMiscSize ModifiersTotalBaseMiscSize ModifiersTotalBaseMiscSize ModifiersTotalBaseMiscSize ModifiersTotalBaseMiscSize ModifiersTotalBaseMiscSize ModifiersTotalDexterityPowerFeat HTotalDexterityPowerFeat Ride*2 (+3)TotalDexterityPowerFeat Ride*TotalDexterityPowerFeat Ride*TotalDexterityPowerFeat Ride*TotalDexterityPowerFeat Ride*TotalDexterityPowerFeat Siglight of Hand*(+3) SearchConnectedMake a Diplomacy check									
BaseMeleeRangedAttrack $+4$ $+6$ $+4$ Unarmed +3 (Bruise) $Heiner + 4$ $Heiner + 4$ TotalBaseMiscSizeModifiersModifiers $Heiner + 4$ Modifiers $Heiner + 4$ $Heiner + 4$ Defense $+8/+2$ $+4$ $+4$ TotalDexterityPowerFeatTotalDexterityPowerFeatInitiative $+3$ $+3$ $+0$ Hero Points1Sense Motive $7(+10)$ Stealth $2(+5)$ Survival $2(+5)$,		oat				2		
Unarmed +3 (Bruise) Total Base Misc Size Modifiers Modifiers $(+2)$ Notice $6(+9)$ Perform* (+3) (-1)					Ranged		hean, Volex		
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Attack	+4	+6		+4		1 (
Total Base Misc Modifiers Size Modifiers Perform* Defense +8/+2 +4 +4 +0 (+3) (+3) Total Dexterity Power Feat +3 +0 +0 Initiative +3 +0 +0 Ride* 2 (+4) Search 2 (+4) Search Search 2 (+4) Search Stealth 2 (+5) Stealth 2 (+5) Stealth 2 (+5) Survival 2 (+5)	 Unarmed +3 (E	-			•				
Total Base Modifiers Modifiers (+3) Defense +8/+2 +4 +4 +0 (+3) Total Dexterity Power Feat Pilot* (+3) Initiative +3 +3 +0 +0 Hero Points 1 Steath 2 (+5)							6 (+9)		
Detense +8/+2 +4 +4 +0 (+3) Attack Focus, Melee (2) +2 bonus to melee attack rolls Total Dexterity Power Feat Profession* (+3) Attack Focus, Melee (2) +2 bonus to melee attack rolls Initiative +3 +0 +0 Ride* 2 (+5) Defensive Roll (3) +3 Toughness save bonus hero Points 1 Sleight of Hand* (+3) Stealth 2 (+5) Survival 2 (+5)		Total	Base			Perform*	(+3)		
Total Dexterity Power Feat Pilot* (+3) Attack Focus, Melee (2) + 2 bonus to melee attack rolls Initiative +3 +3 +0 +0 Ride* 2 (+5) Connected Make a Diplomacy check to call in favors or aid hero Points 1 Search 2 (+4) Sense Motive 7 (+10) Sleight of Hand* (+3) Stealth 2 (+5) Survival 2 (+5) Survival 2 (+5) Survival 2 (+5)	Defense	+8/+2	+4	+4	+0				Feats
Initiative $+3$ $+3$ $+0$ $+0$ Ride* $2 (+5)$ Defensive Roll (3) $+3$ Toughness save bonushero Points1Ride* $2 (+4)$ Search $2 (+4)$ Search $2 (+4)$ Stealth $2 (+5)$ Stealth $2 (+5)$ Survival $2 (+5)$	I					Pilot*			tack Focus, Melee (2) +2 bonus to melee attack rolls
Initiative + 3 + 3 + 0 + 0 Search 2 (+4) Sense Motive 7 (+10) Sleight of Hand* (+3) Stealth 2 (+5)									· ,
hero Points 1 Sleight of Hand* (+3) Stealth 2 (+5) Survival 2 (+5)	Initiative	+3	+3	+0	+0				$(1) \qquad (2) \qquad (3) $
I Stealth 2 (+5) Survival 2 (+5)	1								
	nero Poín	uts	1			-			
						Survival Swim	2 (+5) 1 (+4)		

Power Loss: Powers dependent on supernatural approval [UC: DC 15] [M



Movement

Base Move: 30 ft/60 ft/120 ft Leaping: 15 ft/5 ft/5 ft

Lifting

Max: 460 lbs (1150 lbs)

Mutants & Masterminds OpenOffice Character Builder 2.08c

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PIPER MERKAVA Power Level: 6 Power Points:

Conditions		Darty Name	Personal Details	
Blinded: 50% miss chance, no dodge bonus, -2 DEF, -4 STR & DEX.		Early Name	Real Name	Piper Merkava
Bruised: -1 cumulative Toughness save against nonlethal damage.	City		Nationality	Gervasa
Dazed: can take no actions, keeps dodge bonus.	Base		Ethnicity	Thracian
Deafened: cannot hear, -4 Initiative.	Members		Occupation	Member of the Order of the Winged Gaun
Disabled: single action per round. Strenuous actions = dying.			Origin	Training
Dying: Fort save DC 10 or die. +1 DC to save per hour.			First Appearance	
Entangled: -2 Attack & Defense, -4 DEX, move half speed.			Allegiance	Moral Philosophy (Good vs. Evil)
Exhausted: 1/2 speed, -6 STR & DEX, -3 Attack & Defense.			Motivation	Justice
Fatigued: no run or charge, -2 STR & DEX, -1 Attack & Defense.				
Grappled: can only make simple attack or break free of grapple.			Appearance	
Helpless: +4 to be hit in melee, 5 Defense.			Gender	Male
Injured: -1 cumulative Toughness save against lethal damage.			Age	35
Invisible: +2 Attack, 50% chance miss to be hit.	Party Notes		Height	6' 2"
Nauseated: move actions only, Fort save DC 10+ power rank.			Weight	205
Paralyzed: 0 STR & DEX, 5 Defense, can take mental actions.			Hair	Black and grey
Pinned: held immobile in grapple, no dodge bonus, -4 Defense.			Eyes	Blue
Prone: -4 Attack melee, -4 Defense melee, +4 Defense ranged.			A tall, powerfully	built caucasian man in his mid-30s. Merkava
Shaken: -2 to all saves and checks.				luiline features, black hair going gray and
Sickened: -2 to all attack rolls and checks.			blue eyes.	
Slowed: one move or standard action per round. Move at half				
speed1 Attack, Defense, Reflex saves.				

Extra Effort

Check Bonus: +2 STR bonus on a single check. Increase Carry Capacity: +5 STR carry capacity for one round. Increase Movement: double movement speed for one round. Increase Power: +2 ranks to a power. Gain Power Feat: add power feat until end of encounter. Willpower: additional Will save with lasting effect. Surge: gain additional standard or move action.

Staggered: one move or standard action per round. Stunned: stunned for 1 round, lose dodge bonus, -2 Defense.

Unconscious: knocked out & helpless.

Hero Points

Improve Roll: re-roll an action. Minimum 10 + lowest roll. Improve Defense: +5 Defense for one round. Heroic Feat: add 1 feat rank per hero point (no Fortune feats). Dodge: double dodge bonus for one round. Instant Counter: counter a power used against you. Recover: shake off staggered, disabled, or fatigue condition. Escape Death: stabilizes dying condition. Inspiration: hint, clue, or other help from GM.

Game Info

Player	Lloyd Montgomery
Email	history1861@gmail.com
Campaign	Gervasa
GM	Brandon Blackmoor

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 mi
5	20 minutes	25	5 mi
6	1 hour	50	20 mi
7	5 hours	100	200 mi
8	1 day	250	2,000 mi
9	1 week	500	20,000 mi
10	1 month	1000	200,000 mi
11	3 months	2500	2 million mi
12	1 year	5000	20 million mi
13	5 years	10000	200 million mi
14	10 years	25000	2 billion mi
15	50 years	50000	Solar system
16	100 years	100000	Nearby stars
17	500 years	250000	Distant stars
18	1,000 years	500000	Galaxy
19	5,000 years	1000000	Nearby galaxies
20	10,000 years	2500000	Universe

Tactics

NPCs

Background

Piper Merkava is the third son of an impoverished noble family. As such, he was sent to the Temple of Uzzah at an early age to be trained as a priest. All of his teachers realized fairly quickly that young Piper was temperamentally unsuited to the priesthood and he was sent to be trained in the Order of the Winged Gauntlet. Other than the occasional flash of intolerance for bureaucratic horseshit, he has done well there.

Personality

Merkava has spent his entire adult life as either a priest or a member of the Militant Orders. He knows how to be

diplomatic as well as how to scare the Hell out of people. As a

bonus, he has been around long enough to know when to use

one or the other. He has little tolerance for bullshit but tries

not to overreact too badly to idiocy.