

Piper Merkava



Real Name Piper Merkava Team Name
 Identity Public ID Gender Male
 Origin Training Age 35
 Player Lloyd Montgomery Size Medium

Height 6' 2"
 Weight 205
 Hair Black and grey
 Eyes Blue

Power Level 6 Power Points 95
 Max Attack 6 Max Defense 6
 Max Save DC 6 Max Toughness 6

Abilities

	Modifier	Total	Base	Enhanced
Strength	+3	16	16	0
Dexterity	+3	16	16	0
Constitution	+3	16	16	0
Intelligence	+2	14	14	0
Wisdom	+3	16	16	0
Charisma	+3	16	16	0

Saving Throws

	Total	Base	Abilities	Misc
Toughness	+6/+3	+0	+3	+0
Fortitude	+9	+6	+3	+0
Reflex	+9	+6	+3	+0
Will	+11	+8	+3	+0

Defensive Roll: 3
 Knockback: 3 / Flat: 1

Combat

	Base	Melee	Ranged
Attack	+4	+6	+4

Unarmed +3 (Bruise)

	Total	Base	Misc Modifiers	Size Modifiers
Defense	+8/+2	+4	+4	+0

	Total	Dexterity	Power	Feat
Initiative	+3	+3	+0	+0

Hero Points 1

Drawbacks

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

Hits & Conditions

Bruises	Staggered	Unconscious
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Roll	Normal	Lethal	Injuries	Disabled	Dying
Fail 4-	Bruised	+ Injured			
Fail 5+	Stunned + Bruised	+ Injured			
Fail 10+	Staggered + Stunned	+ Disabled			
Fail 15+	Unconscious	+ Dying (XP: 1)			

Abilities 34 + Skills 14 (56 ranks) + Feats 6 + Powers 6 + Combat 16 + Saves 20 - Drawbacks -2 = 94 / 95

Skills

Acrobatics*	(+3)
Bluff	(+3)
Climb	(+3)
Computers*	(+2)
Concentration	5 (+8)
Craft*	(+2)
	(+2)
	(+2)
	(+2)
Diplomacy	4 (+7)
Disable Device*	(+2)
Disguise	(+3)
Drive*	(+3)
Escape Artist	(+3)
Gamble*	(+3)
Gather Info	4 (+7)
Handle Animal	(+3)
Intimidate	4 (+7)
Investigate*	2 (+4)
Knowledge*	
-Current Events*	2 (+4)
-Tactics*	2 (+4)
-Theology/Philosophy*	5 (+7)
	(+2)
	(+2)
	(+2)
Language*	2
Archaean, Khulthean, Volex	
Pem	
Medicine*	4 (+7)
Navigate*	(+2)
Notice	6 (+9)
Perform*	(+3)
	(+3)
	(+3)
Pilot*	(+3)
Profession*	(+3)
Ride*	2 (+5)
Search	2 (+4)
Sense Motive	7 (+10)
Sleight of Hand*	(+3)
Stealth	2 (+5)
Survival	2 (+5)
Swim	1 (+4)

Powers & Equipment

4	Gifts of Uzzah [Array 4; Theurgy (-2 Flaw)]
8	[a] Respite for the downtrodden [Heal 8]
2	[a] Bastion of light [Ward Undead 2]
4	[a] Shield of the four winds [Deflect 4 (thrown weapons and arrows); Automatic (+1 Extra)]
8	[a] Wings of the righteous [Enhanced Ability 8 (+4 STR, +4 DEX)]
1	[a] Blessing of Uzzah [Nemesis 1]
	Half plate [Toughness +5; Armor check -6; 20 ft. move]

Feats

Attack Focus, Melee (2)	+2 bonus to melee attack rolls
Connected	Make a Diplomacy check to call in favors or aid
Defensive Roll (3)	+3 Toughness save bonus

Movement

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

Lifting

Light: 76 lbs
 Med: 153 lbs
 Heavy: 230 lbs
 Max: 460 lbs (1150 lbs)

PIPER MERKAVA Power Level: 6 Power Points: 95

Conditions

Blinded: 50% miss chance, no dodge bonus, -2 DEF, -4 STR & DEX.
 Bruised: -1 cumulative Toughness save against nonlethal damage.
 Dazed: can take no actions, keeps dodge bonus.
 Deafened: cannot hear, -4 Initiative.
 Disabled: single action per round. Strenuous actions = dying.
 Dying: Fort save DC 10 or die. +1 DC to save per hour.
 Entangled: -2 Attack & Defense, -4 DEX, move half speed.
 Exhausted: 1/2 speed, -6 STR & DEX, -3 Attack & Defense.
 Fatigued: no run or charge, -2 STR & DEX, -1 Attack & Defense.
 Grappled: can only make simple attack or break free of grapple.
 Helpless: +4 to be hit in melee, 5 Defense.
 Injured: -1 cumulative Toughness save against lethal damage.
 Invisible: +2 Attack, 50% chance miss to be hit.
 Nauseated: move actions only, Fort save DC 10+ power rank.
 Paralyzed: 0 STR & DEX, 5 Defense, can take mental actions.
 Pinned: held immobile in grapple, no dodge bonus, -4 Defense.
 Prone: -4 Attack melee, -4 Defense melee, +4 Defense ranged.
 Shaken: -2 to all saves and checks.
 Sickened: -2 to all attack rolls and checks.
 Slowed: one move or standard action per round. Move at half speed. -1 Attack, Defense, Reflex saves.
 Staggered: one move or standard action per round.
 Stunned: stunned for 1 round, lose dodge bonus, -2 Defense.
 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 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.

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

Party Name

City
 Base
 Members

Party Notes

NPCs

Tactics

Personal Details

Real Name: Piper Merkava
 Nationality: Gervasa
 Ethnicity: Thracian
 Occupation: Member of the Order of the Winged Gauntlet
 Origin: Training
 First Appearance:
 Allegiance: Moral Philosophy (Good vs. Evil)
 Motivation: Justice

Appearance

Gender: Male
 Age: 35
 Height: 6' 2"
 Weight: 205
 Hair: Black and grey
 Eyes: Blue

A tall, powerfully built caucasian man in his mid-30s. Merkava has angular and aquiline features, black hair going gray and blue eyes.

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.

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.

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

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