

The Crusader

Birth Name: Samuel Hill
 Allegiance: Project Utopia

Player: J. Orsini
 Nature: Chivalric

Series: N!Prime
 Concept: Superpowered Idiot

Sex: Male
 Ht/Wt: 6' 3", 220 lbs.

Hair: Blonde
 Eyes: Blue

PHYSICAL	Standard	Mega
STR <i>Rugged</i>	●●●●●●	●●●●●●
Brawl	●●●●●●	●●●●●●
Might	●●●●●●	●●●●●●
Throwing	●●●●●●	●●●●●●
<i>Precision</i>	○○○○○○●	○○○○○○●
<i>Thunderclap</i>	○○○○○○●	○○○○○○●
DEX <i>Fast</i>	●●●●●●	●●●●●●
Archery	○○○○○○	○○○○○○
Athletics	●●●●●●	●●●●●●
Drive	●●●●●●	●●●●●●
Firearms	○○○○○○	○○○○○○
Gunnery	○○○○○○	○○○○○○
Heavy Weapons	○○○○○○	○○○○○○
Legerdemain	○○○○○○	○○○○○○
Martial Arts	●●●●●●	●●●●●●
Melee	●●●●●●	●●●●●●
Pilot	○○○○○○	○○○○○○
Ride	●●●●●●	●●●●●●
Stealth	○○○○○○	○○○○○○
<i>Enhanced Movement</i>	○○○○○○●	○○○○○○●
<i>Fast Tasks</i>	○○○○○○●	○○○○○○●
STA <i>Tenacious</i>	●●●●●●	●●●●●●
Endurance	●●●●●●	●●●●●●
Resistance	●●●●●●	●●●●●●
<i>Adaptability</i>	○○○○○○●	○○○○○○●
<i>Durability</i>	○○○○○○●	○○○○○○●
<i>Hardbody</i>	○○○○○○●	○○○○○○●
<i>Regeneration</i>	○○○○○○●	○○○○○○●
<i>Resiliency</i>	○○○○○○●	○○○○○○●
M Walk	7 meters/turn	
O Run	18 meters/turn	
V Sprint	38 meters/turn	
E Fly	112 meters/turn : 1000kph	

MENTAL	Standard	Mega
PER	●●●●●●	●●●●●●
Artillery	○○○○○○	○○○○○○
Awareness	●●○○○○	●●○○○○
Investigation	●●○○○○	●●○○○○
Navigation	●○○○○○	●○○○○○
<i>High-End EM Scan</i>	○○○○○○●	○○○○○○●
<i>Hyper Hearing</i>	○○○○○○●	○○○○○○●
INT	●○○○○○	●○○○○○
Academics	●○○○○○	●○○○○○
Analysis	○○○○○○	○○○○○○
Bureaucracy	○○○○○○	○○○○○○
Computer	○○○○○○	○○○○○○
Demolitions	○○○○○○	○○○○○○
Engineering	●○○○○○	●○○○○○
Gambling	○○○○○○	○○○○○○
Intrusion	○○○○○○	○○○○○○
Linguistics	○○○○○○	○○○○○○
Medicine	○○○○○○	○○○○○○
Science	●○○○○○	●○○○○○
Survival	○○○○○○	○○○○○○
Tradecraft	○○○○○○	○○○○○○
WIT	●●○○○○	●●○○○○
Arts	○○○○○○	○○○○○○
Biz	○○○○○○	○○○○○○
Meditation	○○○○○○	○○○○○○
Rapport	●●●●●●	●●●●●●
Specialization: Hokey Metaphors		
Tactics	●○○○○○	●○○○○○
Weave	○○○○○○	○○○○○○
QUANTUM POINTS: 44	○○○○○○	○○○○○○

SOCIAL	Standard	Mega
APP <i>Imposing</i>	●●●●●●	●●●●●●
Disguise	○○○○○○	○○○○○○
Intimidation	●●●○○○	●●●○○○
Style	●●●○○○	●●●○○○
<i>Almost Live</i>	○○○○○○●	○○○○○○●
<i>Blind Bewitchment: Voice</i>	○○○○○○●	○○○○○○●
MAN	●●○○○○	●●○○○○
Diplomacy	●○○○○○	●○○○○○
Hypnosis	○○○○○○	○○○○○○
Interrogation	●○○○○○	●○○○○○
Seduction	○○○○○○	○○○○○○
Streetwise	○○○○○○	○○○○○○
Subterfuge	○○○○○○	○○○○○○
CHA	●●●○○○	●●●○○○
Animal Training, Horses	●○○○○○	●○○○○○
Carousing	○○○○○○	○○○○○○
Command	●○○○○○	●○○○○○
Etiquette	●○○○○○	●○○○○○
Instruction	○○○○○○	○○○○○○
Perform	●○○○○○	●○○○○○
<i>Center of Attention</i>	○○○○○○●	○○○○○○●

QUANTUM POWERS	Power	Level	Points
Armor		2	●●●●●●
Body Modification: Ex. Health Levels		--	●●●●●●
Boost (STR & STA)		3	●●●○○○
Boost (INT & WIT) Str: Ext. Duration		3	●●●○○○
Weakness: only triggered in extreme stress; linked Abilities			
Bounce		2	●●○○○○
Flight		2	●●●○○○
Invulnerability (Broad: Physical)		3	●●○○○○
Invulnerability (Broad: Energy)		3	●●○○○○
Q-Bolt, Bashing, A.P.: Blue eye beams		3	●●●○○○

Backgrounds	
Allies	●●○○○○
Attunement	●○○○○○
Dormancy	●○○○○○
Eufiber	●○○○○○
Influence	●●●○○○
Node	●●●○○○
Resources	●●●●●●
Stuff	
Eufiber Suit, Titanium Fossil	
Wristwatch, Ranch in the country,	
Small stable, 2 horses, Jeep	
Wrangler	

Merits & Flaws	
High Pain Tol.	●●●○○○
Obsession (hero)	◎○○○○○
Overconfidence	◎○○○○○
Overwhelmed	◎○○○○○
Soak	
Base:	12 6
Eufiber:	1 1
Armor:	15 15
Invuln.:	12 12
TOTAL:	40 34
Initiative: 7	

Willpower	
●●●●●●	●●○○○○
□□□□□□	□□□□□□
Taint	
●●○○○○	○○○○○○
□□□□□□	□□□□□□
Chrysalis	
○○○○○○	○○○○○○
Quantum	
●●●●●●	○○○○○○

Health	Boost Levels
B. L. Level Mod.	+1 +2 +3 +4
○ □ Bruised	○□ ○□ ○□ ○□
○ □ Bruised	Extra ○□ ○□
○ □ Bruised	Bruised ○□
○ □ Bruised	Levels
○ □ Hurt	
○ □ Injured	
○ □ Wounded	
○ □ Maimed	-1
○ □ Maimed	-1
○ □ Maimed	-1
○ □ Maimed	-1
○ □ Maimed	-1
○ □ Crippled	2 -1
○ □ Incapacitated	Mod. Soak
○ □ Dead	B 42 44 46 48
	L 34 36 36 38

Attack	Difficulty	Accuracy	Damage	Special
<i>Quantum Bolt</i>	normal	DEX + Quantum Bolt	15 + 12d10 Bashing	Range 120 meters; Armor-piercing
<i>Aerial Slam</i>	+1	DEX + Flight	STR+11d10 Bash	½ damage on self, check for Knockback
<i>Aerial Strike</i>	+1	DEX + Flight	STR+6d10 Bash	
Clinch	normal	STR + Brawl -or- DEX + Martial Arts	STR+2d10 Bash	resisted Brawl or MA to escape
Disarm	+1 (+2 if unarmed)	DEX + Martial Arts or Melee	STR+2d10 Bash	if <4 successes.; otherwise, disarm & no damage
Hold	+1	STR + Brawl -or- DEX + Martial Arts	none	resisted Brawl or MA to escape
<i>Hyperspeed Slam</i>	+1	STR + Brawl	STR+5d10 Bash	½ damage on self, Athletics at +2dif. or Knockdown
<i>Hyperspeed Strike</i>	+1	STR + Brawl -or- DEX + Martial Arts	STR+4d10 Bash	
Kick	+1	STR + Brawl -or- DEX + Martial Arts	STR+4d10 Bash	
<i>Smackdown Grapple</i>	+2, 1 Will.	STR + Brawl -or- DEX + Martial Arts	none	next turn, Brawl for STR+6d10
<i>Smackdown Stike</i>	+2, 1 Will.	STR + Brawl -or- DEX + Martial Arts	STR+6d10 Bash	Athletics at +3dif. or Knockdown
Strike	normal	STR + Brawl -or- DEX + Martial Arts	STR+2d10 Bash	
Sweep	normal	DEX + Martial Arts or Melee	STR+1d10 Bash	Athletics at +3dif. or Knockdown
Tackle	+1	STR + Brawl	STR+3d10 Bash	Athletics at +2dif. or Knockdown
Throw	+1	STR + Brawl -or- DEX + Martial Arts	STR+1d10 Bash	auto-Knockdown & 1d10 dam/meter