

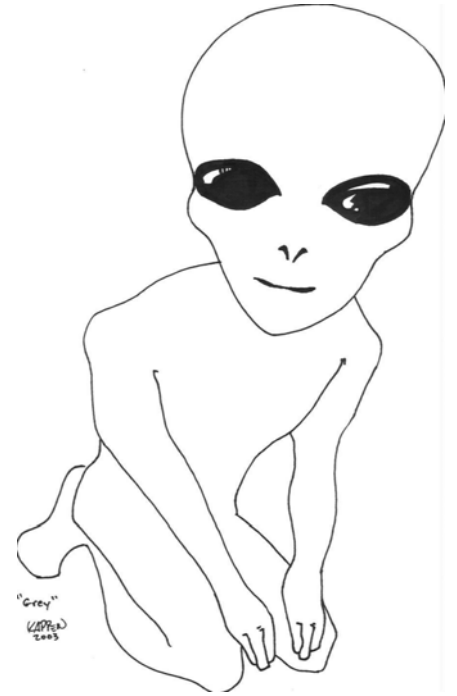
# THE MECHANIST

## BEVOLENT STRANDED ALIEN

REAL NAME T'KUK ZAR TAN-HANTHAN  
 GENDER MALE  
 AGE 87  
 SIZE SMALL (2 MOD)

HEIGHT 3'  
 WEIGHT 30 LBS.  
 HAIR NONE  
 EYES BLACK

'WOW, IT ACTUALLY WORKED!'



**PL** 12

**PP** 184

**DEF** 22 (FLAT: 15)  
 DODGE FOCUS +5

<b>STR</b>	8	-1	(12/+1)
<b>DEX</b>	11	+0	
<b>CON</b>	8	-1	
<b>INT</b>	40	+15	
<b>WIS</b>	22	+6	
<b>CHA</b>	18	+4	

<b>FORT</b>	-1
<b>REF</b>	+2
<b>WILL</b>	+7
<b>TOUGH</b>	+9
FORCE FIELD: 10	
KNOCKBACK: 4 / FLAT: 2	

**ATT M/R** +7 / +7  
 UNARMED -1 (BRUISE)

**INIT** +0

**HERO** 1

ROLL	NORMAL	LOYAL
FAIL 4-	BRUISED	+INJURED
FAIL 5+	STUNNED + BRUISED	+INJURED
FAIL 10+	STAGRD + STUNNED	+DISABL
FAIL 15+	UNCONSCIOUS	+DYING

HITS & CONDITIONS												
Staggered	Disabled	Dying										
Fatigued	Exhausted	Unconscious										
BRUISES	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-13
INJURIES	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-13

POWERS & EQUIPMENT	
1	<b>INSUBSTANTIAL: LIQUID FORM</b> [ALTERATION][FREE][PERSONAL][PERMANENT]
1	<b>ELONGATION</b> [ALTERATION][MOVE][PERSONAL][SUSTAINED]
6	<b>PHOTON ACCELATOR (DEVICE; EASY)</b> [GENERAL][REACTION][PERSONAL][PERMANENT]
10	<b>BLAST</b> 25:TOUGH [ATTACK][STANDARD][RANGED][INSTANT]
10	<b>CONFUSE</b> 20:WILL [MENTAL][STANDARD][PERCEPTION][INSTANT (LASTING)]
2	<b>REFLECTOR ARRAY (DEVICE; HARD)</b> [GENERAL][REACTION][PERSONAL][PERMANENT]
10	<b>FORCE FIELD</b> [DEFENSIVE][FREE][PERSONAL][SUSTAINED]
12	<b>IMMUNITY: LIFE SUPPORT, AGING, STARVATION, SLEEP</b> [DEFENSE][REACTION][PERSONAL][PERMANENT]
5	<b>QUICKNESS: MENTAL TASKS ONLY (2500X FASTER)</b> [GENERAL][FREE][PERSONAL][CONTINUOUS]
4	<b>REGENERATION (+1 TO RECOVERY CHECK)</b> [ALTERATION][REACTION][PERSONAL][PERMANENT] RECOVERY RATE: BRUISED/UNCONSCIOUS - 1 ROUND RESURRECTION - 1 WEEK
4	<b>SHRINKING (INNATE)</b> [ALTERATION][FREE][PERSONAL][PERMANENT]
8	<b>TELEPATHY</b> 18:WILL [MENTAL/SENSORY][STANDARD][PERCEPTION/EXTENDED][CONCENTRATION (LASTING)]
8	<b>MIND CONTROL</b> 18:WILL [MENTAL][STANDARD][PERCEPTION][CONCENTRATION (LASTING)]
<b>DRAWBACKS/COMPLICATIONS</b>	
VULNERABLE -RADIATION [FREQ DC 5] [SEV DC 15]	
WEAKNESS -RADIATION [FREQ DC 5] [SEV DC 15]	
WEAKNESS -RADIATION [FREQ DC 5] [SEV DC 15]	
DISABILITY -MUTE [FREQ DC 15] [SEV DC 5]	

FEATS	
<b>JACK-OF-ALL-TRADES</b> USE ANY SKILL UNTRAINED	
<b>EIDETIC MEMORY</b> PERFECT RECALL OF EVERYTHING YOU'VE EXPERIENCED	
<b>EQUIPMENT (10)</b> 50 POINTS WORTH OF EQUIPMENT	
<b>FEARLESS</b> IMMUNITY TO FEAR EFFECTS	
<b>MASTER PLAN</b> BONUS IN SITUATIONS WHEN YOU HAVE A CHANCE TO PLAN	
<b>INVENTOR</b> CAN CREATE TEMPORARY DEVICES	
<b>WELL-INFORMED</b> GATHER INFORMATION CHECK WHEN MEETING SOMEONE	
<b>AMBIDEXTERITY</b> ELIMINATE OFF-HAND PENALTIES	
<b>IMPROVISED TOOLS</b> NO PENALTY FOR NOT HAVING TOOLS FOR A SKILL	
<b>ATTACK FOCUS (5)</b> --DESCRIPTION NOT FOUND	
<b>DODGE FOCUS (5)</b> +5 DODGE BONUS	
<b>SKILL MASTERY (1)</b> CHOOSE 4 SKILLS YOU CAN TAKE 10 WITH	
<b>BENEFIT (2)</b> GAIN 2 MINOR BENEFITS	
<b>EQUIPMENT (1)</b> 5 POINTS WORTH OF EQUIPMENT	
<b>MOVEMENT</b>	
BASE 25 / 50 / 100 LEAP 9 / 4 / 2	
<b>LIFTING</b>	
LIGHT: 26 LBS, MED: 53 LBS, HEAVY: 80 LBS MAX: 160 LBS, PUSH: 400 LBS	

SKILLS	
ACROBATICS	
BLIFF	(+4)
CLIMB	(-1)
COMPUTERS	(+15)
CONCENTRATION	(+6)
CRAFT	
ELECTRONICS	14 (+29)
MECHANICAL	14 (+29)
DIPLOMACY	(+4)
DISABLE DEVICE	15 (+30)
DISGUISE	(+4)
DRIVE	
ESCAPE ARTIST	
GATHER INFO	15 (+19)
HANDLE ANIMAL	(+4)
INTIMIDATE	(+4)
INVESTIGATE	(+15)
KNOWLEDGE	
TECHNOLOGY	15 (+30)
MEDICINE (+6)	
NOTICE	2 (+8)
PERFORM	
PILOT 10 (+10)	
PROFESSION (+6)	
RIDE	
SEARCH	(+15)
SENSE MOTIVE	(+6)
SLEIGHT OF HAND	
STEALTH	
SURVIVAL	(+6)
SWIM	(-1)
LANGUAGES 4	
ENGLISH, RUSSIAN, ARCADIAN, CHINESE.	

ABILITIES 51 + SKILLS 22 (88 RANKS) + FEATS 32 + POWERS 72 + COMBAT 20 + SAVES 3 - DRAWBACKS -16 = 184 / 184

# THE MECHANIST PL:12 PP:184

**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'L 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 ANDRE  
 CAMPAIGN FREEDOM CITY  
 GM ETHAN THE WISE, HANDSOME, AND MIGHTY  
 PLAYER EMAIL

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

**TEAM NAME**

CITY ORBIT  
 BASE ORBITAL FACTORY 1  
 OTHER MEMBERS

**TEAM NOTES**

**NPCS**

V.E.T.A. [FRIEND]  
 INSANE ONBOARD INTELLIGENCE  
**ORBITAL FACTORY 1 [LOCATION]**  
 A CONVERTED SHIP INTO SPACE FACTORY

**BATTLE TACTICS**

HIDE IN THE BACK WHILE FIRING HIS COSMIC NULLIFIER, WHILE USING THE COVER HOF HIS QUANTUM GENERATOR, AS WELL AS THROWING IN A QUIPPY COMMENT.

**BACKGROUND**

**REAL NAME** T'KUK ZAR TAN-HANTHAN  
**ORIGIN** ENDOWMENT  
**ALLEGIANCE** MORAL PHILOSOPHY  
**OCCUPATION** GADGETEER  
**1ST APPEARANCE**  
**NATIONALITY** ARCADON PRIME  
**ETHNICITY** GRAY  
**GENDER** MALE  
**AGE** 87  
**HEIGHT** 3'  
**WEIGHT** 30 LBS.  
**HAIR** NONE  
**EYES** BLACK  
**MOTIVATION** ACCEPTANCE

**PERSONALITY**

A COMICAL GRAY WHO SEES NO REASON NOT TO LIVE OUT HIS DOOMED LIFE TO THE FULLEST. NEVER LOSES HIS SENSE OF HUMOR OR CLEVER NATURE.

**PHYSICAL APPEARANCE**

A GRAY ALIEN WHO IS NOW LITTLE MORE THAN A PUDDLE WHO CAN FORM A SEMI-COHERENT FORM.

**DETAILS**

WHAT KIND OF DISTINCTIVE FEATURES DO YOU HAVE?

A 3 FOOT TALL GRAY ALIEN WITH BIG BLACK EYES. AND I AM LIQUIDY.

WHAT MOTIVATES YOU? WHAT ARE YOUR AMBITIONS?

ACCEPTANCE AND DUTY. HIS AMBITIONS ARE TO BE ABLE TO WALK AMONG HUMANITY WITHOUT FEAR AND TO ENSURE THAT WHAT HAPPENED TO HIS HOMEWORLD DOES NOT HAPPEN AGAIN.