

Alexis – “Og du tænker nok, er det et jordskælv eller er jeg bare glad for at se dig?”



Seismic / Giant

Stor, stærk og lugter generelt af våd hund!

Sammy Jo fandt Alexis som lille forældreløs kalv, rendende rundt og med store våde brune øjne i ødemarken. Men som det så ofte går med små nuttede kæledyr, bliver de hurtigt store, og knap så nuttede mere. Og i dette tilfælde var det et spørgsmål om blot et par uger!

Alexis er nu en fuldvoksen bisonoid på 250 kg, med en næve som kan slå en Porker så hårdt at den ufrivilligt og momentant forlader sine gevandter hængende i luften uden indhold, og en hov som kan sende trykbølger igennem jorden så beboerne i de nærliggende byer søger op i højere terræn i frygt for den efterfølgende tsunami.

Alexis fungerer på eget initiativ som Sammy Jo's vagthund og livvagt (selvom Sammy Jo ikke ligefrem mangler sådanne).

Hvad Alexis imponerer med i størrelse og styrke, modsvares til gengæld af hendes reducerede IQ og ringe situations fornemmelse. Hvis ikke det var fordi Alexis parerede den mindste ordre fra Sammy Jo, kunne det også nemt blive et problem. Og de andre i gruppen gruer for den dag Alexis skulle befinde sig i en situation der krævede handling, uden Sammy Jo i nærheden. En ting er dog sikkert. Ingen af de andre vil være i nærheden heller når det sker...

1	NAME Alexis	XP 5000	LEVEL 7
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1a	ORIGIN 1 (FIRST) Seismic	ORIGIN 2 (SECOND) Giant
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1b	<p>TRAITS</p> <p><i>Seismic:</i> Strength; Dark; +2 to dark overcharge; +4 bonus to Athletics checks; Resist 5 physical; -1 penalty to speed.</p> <p><i>Giant:</i> Strength; Bio; +2 to bio overcharge; +4 bonus to Athletics checks; +2 bonus to Fortitude; You move your speed, even while wearing heavy armor or carrying a heavy load</p> <p>CRITICAL (LEVEL 2): Seismic Critical</p> <p>CRITICAL (LEVEL 6): Giant Critical</p>
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1c	<p>POWERS</p> <p>Novice Primary: Seismic Stomp</p> <p>Novice Secondary: Brickbat</p> <p>Utility (Level 3): Ground Anchor</p> <p>Expert (Level 5): Clobberin Time</p> <p>Utility (Level 7): Focused Strength</p> <p>Expert (Level 9): Hurl Foe</p> <p>Uber Feature (Level 10): Unassigned</p>
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2	<p>ABILITY SCORES (+MODIFIER)</p> <p>STR: 20 (+5) DEX: 7 (-2) WIS: 7 (-2)</p> <p>CON: 17 (+3) INT: 6 (-2) CHA: 10 (+0)</p>
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3	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill Name</th> <th>Associated Ability</th> <th>Ability Bonus</th> <th>Origin Bonus</th> <th>Total Bonus</th> </tr> </thead> <tbody> <tr><td>Acrobatics</td><td>Dexterity</td><td>-2</td><td></td><td>+5</td></tr> <tr><td>Athletics</td><td>Strength</td><td>+5</td><td>+8</td><td>+20</td></tr> <tr><td>Conspiracy</td><td>Intelligence</td><td>-2</td><td></td><td>+5</td></tr> <tr><td>Insight</td><td>Wisdom</td><td>-2</td><td></td><td>+5</td></tr> <tr><td>Interaction</td><td>Charisma</td><td>+0</td><td></td><td>+7</td></tr> <tr><td>Mechanics</td><td>Intelligence</td><td>-2</td><td></td><td>+5</td></tr> <tr><td>Nature</td><td>Wisdom</td><td>-2</td><td></td><td>+5</td></tr> <tr><td>Perception</td><td>Wisdom</td><td>-2</td><td></td><td>+5</td></tr> <tr><td>Science</td><td>Intelligence</td><td>-2</td><td></td><td>+5</td></tr> <tr><td>Stealth</td><td>Dexterity</td><td>-2</td><td>+4</td><td>+9</td></tr> </tbody> </table>	Skill Name	Associated Ability	Ability Bonus	Origin Bonus	Total Bonus	Acrobatics	Dexterity	-2		+5	Athletics	Strength	+5	+8	+20	Conspiracy	Intelligence	-2		+5	Insight	Wisdom	-2		+5	Interaction	Charisma	+0		+7	Mechanics	Intelligence	-2		+5	Nature	Wisdom	-2		+5	Perception	Wisdom	-2		+5	Science	Intelligence	-2		+5	Stealth	Dexterity	-2	+4	+9
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Perception	Wisdom	-2		+5																																																				
Science	Intelligence	-2		+5																																																				
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15 Perception Passive	15 Insight Passive
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4	<p>GEAR</p> <p>Armor: Heavy Armor</p> <p>Melee: Heavy Two-handed Melee</p> <p>Ranged: Heavy Two-handed Ranged</p> <p>Other: Explorer's kit, Duct tape, Generator (8 hours of fuel)</p>
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5a	<p>HIT POINTS</p> <table style="width: 100%;"> <tr> <td style="width: 50%;">Hit Points 64</td> <td style="width: 50%;">Bloodied 32</td> </tr> <tr> <td>Second Wind <input type="checkbox"/></td> <td>Death Saves <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> </tr> </table>	Hit Points 64	Bloodied 32	Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	CURRENT HIT POINTS
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SPEED: 5

Speed: 6 / Giant* / Seismic -1

5b	24 AC	AC: 10 / Level: 7 / Armor: 7
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(Str or Con Modifier)

5b	24 FORTITUDE	Fort: 10 / Level: 7 / Giant: +2 / Str (+5)
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(Dex or Int Modifier)

Ref: 10 / Level: 7 / Int (-2)

(Wis or Cha Modifier)

Will: 10 / Level: 7 / Cha (+0)

5c	17 WILL	INITIATIVE: +5
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Initiative: Level: 7 / Dex: (-2)

ATTACKS			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+8	Unarmed Quick Attack	1d4	+5
+14	Unarmed Powerful	1d8	+12
+14	Heavy Two-handed Melee	2d8	+12
+14	Heavy Two-handed Ranged (10)	2d8	+12

5d	<p>VOCATIONS</p> <p>Level 4: Marauder - Marauder Reflexes</p> <p>Level 7: Marauder - Marauder Toughness</p> <p>Level 10: Unassigned</p>
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6 You begin with **2 Alpha Mutation cards** and **1 Omega Tech card**.

7	<p>CRYPTIC ALLIANCE</p>
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SEISMIC 

YOU'RE A CREATURE OF EARTH

Your skin is composed of tough, organic rubble several inches thick that has a brown, orange or dull red coloration.

SEISMIC TRAITS


Mutant Type: Strength; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Armored Skin (Level 1): Gain resist 5 physical.

Ponderous (Level 1): Take a -1 penalty to speed.

Seismic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target and each enemy adjacent to the target prone.

GIANT 

YOU'RE FREAKISHLY BIG

You tower over your friends and foes, and your shadow stretches large. Have we mentioned that you're freakishly big?

GIANT TRAITS


Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Just Tough (Level 1): Gain a +2 bonus to Fortitude.

Encumbered Speed (Level 1): You move your speed, even while wearing heavy armor or carrying a heavy load.

Giant Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and push the target 3 squares.

SEISMIC STOMP 

SEISMIC NOVICE

You stomp on the ground, sending a shock wave of energy into foes around you.

At-Will ☉ Dark, Sonic
Standard Action Close burst 1

Target: Each creature in burst.

Attack: Strength + your level vs. Fortitude

Hit: 1d6 + Strength modifier + your level sonic damage, and you knock the target prone.

GROUND ANCHOR 


SEISMIC UTILITY

You merge with the ground to keep from being knocked over or moved against your will.

Encounter ☉ Dark
Immediate Interrupt Personal

Trigger: You are hit by an attack that pulls you, pushes you, slides you or knocks you prone.

Effect: You aren't pulled, pushed, slid, or knocked prone by the attack.

CLOBBERIN' TIME 

SEISMIC EXPERT

You clench a huge, rocky fist and punch the punk's lights out.


Encounter ☉ Dark, Physical
Standard Action Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you push the target 3 squares.

Effect: The target falls prone.

BRICKBAT 

GIANT NOVICE

You spin in a circle with your weapon, knocking down a wide swath of foes.


Encounter ☉ Bio, Physical, Weapon
Standard Action Close burst 1

Requirement: You must be wielding a melee weapon

Target: Each enemy in burst you can see

Attack: Strength + your level + weapon accuracy vs. AC

Hit: 1[W] + Strength modifier physical damage, and you knock the target prone.

FOCUSED STRENGTH 

GIANT UTILITY

You flex your large muscles, bringing every ounce of strength to bear.

Encounter ☉ Bio
Minor Action Personal

Effect: You gain a +5 power bonus to damage rolls with melee attacks until the start of your next turn.