

Fallon – *”Er I nu sikre på at den tomme Attercop rede er det bedste sted at slå lejr for natten?”*



Maggot Swarm / Exploding

Nervøst anlagt, men med et potentielt stærkt eksplosivt temperament.

Fallon's baggrund er uvis, og ingen har haft trang til at spørge. Trods hans altid meget nervøse adfærd, virker han dog tilfreds med sin åbenlyse medløber rolle i gruppen.

Fallon blev en del af gruppen under et af deres tidligere eventyr, hvor Snegl-orken Colby havde holdt ham indespærret i en kummefryser, og derefter glemt alt om ham, indtil Blake åbnede fryseren...

Fallon har lige siden været gruppen taknemmelig for sin befrielse, og føler sig åbenlyst i stor gæld til dem. Hvilket til gruppens lettelse også betyder at han i deres tilstedeværelser ser ud til at kunne kontrollere sine ellers voldsomme temperamentsudbrud, som i værste tilfælde kan medføre at han bogstaveligt talt eksploderer i et shockbølge inferno af luftbårne, rødglødende og æde lystne maddiker.

Det er som oftest trusler imod hans venner eller uretfærdigheder imod andre uskyldige som tænder ham af. Hvorimod han tilsyneladende tager imod og underkaster sig trusler og uretfærdigheder rettet imod ham selv uden at kny.

I kamp er det selvkært bedst at lade Fallon få plads til at slippe hæmningerne løs!

1	NAME	XP	LEVEL
	Fallon	5000	7

1a	ORIGIN 1 (FIRST)	ORIGIN 2 (SECOND)
	Rat Swarm	Exploding

1b	TRAITS
	<i>Rat Swarm:</i> Dexterity; Bio; +2 to bio overcharge; +4 bonus to Stealth checks; Resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks. You can't be knocked prone.
	<i>Exploding:</i> Constitution; Psi; +2 to psi overcharge; +4 bonus to Athletics checks; +1 bonus to Fortitude and Will; While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.
	CRITICAL (LEVEL 2): Rat Swarm Critical
	CRITICAL (LEVEL 6): Exploding Critical

1c	POWERS
	Novice Primary: Swarm!
	Novice Secondary: Controlled Demolition
	Utility (Level 3): Cover More Ground
	Expert (Level 5): Death By A Thousand Bites
	Utility (Level 7): Chain Reaction
	Expert (Level 9): Nuclear Option
	Uber Feature (Level 10): Unassigned

2	ABILITY SCORES (+MODIFIER)
	STR: 16 (+3) DEX: 18 (+4) WIS: 10 (+0)
	CON: 16 (+3) INT: 11 (+0) CHA: 14 (+2)

3	SKILLS																																																							
	<table border="1"> <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>+4</td> <td></td> <td>+11</td> </tr> <tr> <td>Athletics</td> <td>Strength</td> <td>+3</td> <td>+4</td> <td>+14</td> </tr> <tr> <td>Conspiracy</td> <td>Intelligence</td> <td>+0</td> <td></td> <td>+7</td> </tr> <tr> <td>Insight</td> <td>Wisdom</td> <td>+0</td> <td></td> <td>+7</td> </tr> <tr> <td>Interaction</td> <td>Charisma</td> <td>+2</td> <td></td> <td>+9</td> </tr> <tr> <td>Mechanics</td> <td>Intelligence</td> <td>+0</td> <td></td> <td>+7</td> </tr> <tr> <td>Nature</td> <td>Wisdom</td> <td>+0</td> <td></td> <td>+7</td> </tr> <tr> <td>Perception</td> <td>Wisdom</td> <td>+0</td> <td>+4</td> <td>+11</td> </tr> <tr> <td>Science</td> <td>Intelligence</td> <td>+0</td> <td></td> <td>+7</td> </tr> <tr> <td>Stealth</td> <td>Dexterity</td> <td>+4</td> <td>+4</td> <td>+15</td> </tr> </tbody> </table>	Skill Name	Associated Ability	Ability Bonus	Origin Bonus	Total Bonus	Acrobatics	Dexterity	+4		+11	Athletics	Strength	+3	+4	+14	Conspiracy	Intelligence	+0		+7	Insight	Wisdom	+0		+7	Interaction	Charisma	+2		+9	Mechanics	Intelligence	+0		+7	Nature	Wisdom	+0		+7	Perception	Wisdom	+0	+4	+11	Science	Intelligence	+0		+7	Stealth	Dexterity	+4	+4	+15
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Mechanics	Intelligence	+0		+7																																																				
Nature	Wisdom	+0		+7																																																				
Perception	Wisdom	+0	+4	+11																																																				
Science	Intelligence	+0		+7																																																				
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21	Perception Passive	Insight Passive	17
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4	GEAR
	Armor: Light Armor
	Melee: Heavy Two-handed Melee
	Ranged: Light Two-handed Ranged
	Other: Explorer's kit, Climbers Kit, Steel mirror

5a	HIT POINTS	CURRENT HIT POINTS
	Hit Points 58	Bloodied 29
	Second Wind <input type="checkbox"/>	Death Saves <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SPEED: **6**

Speed: 6

5b	24 AC	AC: 10 / Level: 7 / Armor: 3 / Dex (+4)
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21 **FORTITUDE** (Str or Con Modifier)

Fort: 10 / Level: 7 / Exploding: +1 / Con (+3)

21 **REFLEX** (Dex or Int Modifier)

Ref: 10 / Level: 7 / Dex (+4)

20 **WILL** (Wis or Cha Modifier)

Will: 10 / Level: 7 / Exploding: +1 / Cha (+2)

5c	INITIATIVE: +11
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Initiative: Level: 7 / Dex: (+4)

ATTACKS			
Attack Bonus	Attack	Dam. Dice	Dam. Bonus
+14	Unarmed Quick Attack	1d4	+11
+12	Unarmed Powerful	1d8	+10
+12	Heavy Two-handed Melee	2d8	+10
+14	Light Two-handed Ranged (10)	1d12	+11

5d	VOCATIONS
	Level 4: Witch Doctor - Alpha Adept
	Level 7: Witch Doctor - Flux Master
	Level 10: Unassigned

6 You begin with 2 Alpha Mutation cards and 1 Omega Tech card.

7	CRYPTIC ALLIANCE
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RAT SWARM 

A DISTRIBUTED CONSCIOUSNESS

Your body is composed of hundreds of small beings that swarm in a single square, through you usually cluster into a shape.

RAT SWARM TRAITS


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

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

Swarm Defense (Level 1): Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.

Crawling Mass (Level 1): You can't be knocked prone.

Rat Swarm Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

EXPLODING 

YOU'RE A TICKING TIME BOMB

Exploding over and over doesn't damage you, but it's hell on the wardrobe. When you get emotional, your eyes burn, your hair smokes, and heat shimmers around you.

EXPLODING TRAITS


Mutant Type: Constitution; Psi; +2 to psi overcharge.

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

Practical Endurance (Level 1): Gain a +1 bonus to Fortitude and Will.

Fireworks (Level 1): While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.


Exploding Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra fire and radiation damage, and each creature adjacent to you takes 5 fire and radiation damage.

SWARM! 

RAT SWARM NOVICE

You swarm across your foe, biting it dozens of times as you tangle its limbs.


Encounter ☉ Bio, Physical
Standard Action Melee 1
Target: One creature
Attack: Dexterity + your level vs. Reflex
Hit: 1d8 + Dexterity modifier + twice your level physical damage, and the target is immobilized until the end of your next turn.

COVER MORE GROUND 

RAT SWARM UTILITY

You disperse across the ground and quickly reform in a tactically advantageous spot.


Encounter ☉ Bio
Move Action Personal
Effect: You shift a number of squares equal to your Dexterity modifier.

DEATH BY A THOUSAND BITES 

RAT SWARM EXPERT

You swarm around your foe, delivering a multitude of tiny bites that all result in bleeding wounds.


Encounter ☉ Bio, Physical
Standard Action Melee 1
Target: One creature
Attack: Dexterity + your level vs. Fortitude
Hit: 2d10 + Dexterity modifier physical damage.
Effect: At the start of your next turn, the target takes physical damage equal to three times your level.

CONTROLLED DEMO 

EXPLODING NOVICE

When you relax your concentration, you detonate in a burst of flame and sound.

At-Will ☉ Fire, Psi, Sonic
Standard Action Close burst 2
Target: Each creature in burst
Attack: Constitution + your level vs. Reflex
Hit: 1d6 + Constitution modifier + your level fire and sonic damage, and you push the target 1 square. If you're bloodied, this attack deals 1d6 extra damage.

CHAIN REACTION 

EXPLODING UTILITY

The slightest bump, or an annoying foe, can set you off.

Encounter ☉ Fire, Psi, Sonic
Immediate Reaction Close burst 2
Trigger: You take damage from an attack
Target: Each creature in burst
Effect: You push the target 1d4 squares. If you push the target 4 squares, it also takes 10 fire and sonic damage.