

# Spook (Jeremy Cross)

Val	Char	Roll	Notes
20	STR	13-	<b>HtH Damage:</b> 4d6 <b>Lift:</b> 400 kg <b>END:</b> 2
26	DEX	14-	
18	CON	13-	
13	INT	12-	<b>PER Roll:</b> 12-
11	EGO	11-	
15	PRE	12-	<b>PRE Attack:</b> 3d6
10	OCV		
9	DCV		
3	OMCV		
4	DMCV		
6	SPD		<b>Phases:</b> 2, 4, 6, 8, 10, 12
11 / 21	PD		<b>Total:</b> 11 / 21 (3r / 13r)
11 / 21	ED		<b>Total:</b> 11 / 21 (3r / 13r)
8	REC		
40	END		
11	BODY		
30	STUN		

## Personal Data

**Hair:** Sandy Brown                      **Eyes:** Dark Brown  
**Height:** 6' 0"                              **Weight:** 190 lbs

**Birth Date:** April 29, 1962  
**Place of Birth:** London, England

**Non-Hero Occupation:** Former EAGLES espionage agent

## Complications

**Distinctive Features:** Creepy non-human feeling to "skin" (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)

**Hunted:** OMEN (Infrequently, As Pow, NCI, Limited Area, Harshly Punish)

**Physical Complication:** Reduced Sense of Smell, Taste, and Touch (-2 PER) (Infrequently, Slightly Impairing)

**Psych Complication:** Believes in Skill and Strategy over Power and Force (Common, Strong)

**Psych Complication:** Misses the little things about being truly alive (Common, Moderate)

**Psych Complication:** Fatherly towards young members of the team (Uncommon, Moderate)

**Psych Complication:** Worries about whether he should be trying to pass onto the Realms of the Dead (Uncommon, Moderate)

**Vulnerability:** 1½ x STUN from Magic (Uncommon)

## Movement

END

**Run:** 12m (24m NC)                      1  
**Swim:** 4m (8m NC)                      1  
**Leap:** 4m (8m NC)                      1

## Skills

+2 with HTH Combat

Acting 12-  
Breakfall 14-  
Bureaucratics 8-  
Charm 12-  
Climbing 14-  
Combat Driving 14-  
Concealment 12-  
Conversation 12-  
Cryptography 12-  
Interrogation 12-  
Lockpicking 14-  
Paramedics 12-  
Persuasion 12-  
Power (Ghost Powers) 11-  
Security Systems 12-  
Shadowing 12-  
Stealth 14-  
Teamwork 14-

**PS:** Play Chess 11-  
**PS:** Secret Agent 11-

**AK:** Southern California 13-  
**AK:** The World 11-  
**CK:** London, England 8-

**TF:** Small Motorized Ground Vehicles  
**TF:** Large Motorized Ground Vehicles

## Scholar

- 1) **KS:** Current Affairs 11-
- 2) **KS:** The Espionage World 11-
- 3) **KS:** The Mystic World 11-

## Linguist

- 1) **Language:** English (idiomatic)
- 2) **Language:** German (fluent conversation)
- 3) **Language:** Latin (completely fluent)
- 4) **Language:** Spanish (fluent conversation)

## Talents

**I Seldom Get Hit:** Combat Luck (3 PD / 3 ED)

**Easy to Look Lifeless When You're Dead:** Simulate Death

## Perks

**Positive Reputation:** Ghostly member of Remarkable Wrong-Righters (A large group) 11-, +2 / +2d6

**Contact:** Dr. Eternity (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Good relationship with Contact) 8-

**Fringe Benefit:** Passport

**Fringe Benefit:** International Driver's License

**Fringe Benefit:** Sanctioned Superhero

## Martial Arts

**Martial Arts:** Commando Training  
+2 HTH Damage Classes (already included)

Maneuver	Phase	OCV	DCV	Effects
Akido Throw	½	+0	+1	6d6 +v/10, Target Falls
Boxing Cross	½	+0	+2	8d6 Strike
Choke	½	-2	+0	Grab One Limb; 3d6 NND
Escape	½	+0	+0	45 STR vs. Grabs
Hold	½	-1	-1	Grab Three Limbs, 20 STR for holding on
Judo Disarm	½	-1	+1	Disarm; 40 STR to Disarm roll
Karate "Chop"	½	-2	+0	HKA 2½d6
Kung Fu Block	½	+2	+2	Block, Abort

## Power

END

**Ghost Powers,** all slots Unified Power

- 1) **Pass Through Walls:** Desolidification (affected by Magic) 4
- 2) **Can't Be Seen:** Invisibility to Sight and Hearing Groups, No Fringe, ½ END 1
- 3) **Chilling Touch:** HKA 1d6+1, +1 Increased STUN Multiplier, No Normal Defense (Defense: natural magical powers), Does BODY, Affects Physical World; 6 Charges, No STR Bonus, No KB
- 4) **Ghostly Visage:** +40 PRE; Nonpersistent, Instant, Only to cause fear, Only against a single target, Restrainable (Must be able to remove mask) [12]

**EAGLES Blaster:** Multipower, all slots OAF

- f1) **Normal Setting:** Energy Blast 10d6, 16 Charges [16]
- f2) **Destroy Setting:** RKA 3d6+1; 8 Charges [8]
- f3) **Strobe Setting:** Sight Group Flash 10d6; 4 Charges [4]

**Armored Costume:** Resistant Protection (10 PD / 10 ED); OIF

**No Longer Truly Alive:** Life Support

- Eating: Character does not eat
- Immunity: All terrestrial poisons
- Immunity: All terrestrial diseases
- Safe in High Pressure
- Safe in High Radiation
- Safe in Intense Cold
- Safe in Intense Heat
- Safe in Low Pressure / Vacuum
- Self-Contained Breathing
- Sleeping: Character does not sleep

**Billy Club:** Hand-To-Hand Attack +2d6; OAF

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**Wrong-Righter Wrist Radio:** Radio Perception / Transmission (Radio Group); OIF

## Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH Attacks; Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, req.STR vs. STR Roll
Dodge	½	--	+3	Dodge all attacks; Abort
Grab	½	-1	-2	Grab two limbs, can Squeeze, Slam, or Throw
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	((STR/2)+(v/10))d6, take 1/3 damage
Move Through	½	-v/10	-3	(STR+(v/6))d6, take ½ damage
Multiple Attack	1	var	x½	Attack 1 or more targets multiple times
Set	1	+1	+0	Take extra time to aim a Ranged attack
Shove	½	-1	-1	Push target back 1m per 5 STR used
Strike	½	+0	+0	STR damage or by weapon type
Throw	½	+0	+0	Throw object or character, does STR damage
Trip	½	-1	-2	Knock target to ground
Other Attacks	½	+0	+0	

Maneuver	Phase	OCV	DCV	Effect
Club Weapon	½	+0	+0	Killing weapon does Normal damage
Choke	½	-2	-2	NND 1d6, Grab one limb
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN, ½ BODY
Roll With A Punch	½	-2	-2	"Block" after being hit, ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck behind cover
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire through an area, must be Autofire

## Range Modifiers

Range	Modifier
Within Reach (1m)	-0
2 - 8m	-0
9 - 16m	-2
17 - 32m	-4
33 - 64m	-6
65 - 125m	-8
126 - 250m	-10
and so forth	