

DIESEL



Identity: Lorenzo Batali

Sex: Male

Experience: 2,000

Side/Affiliation: Good/RONIN

Age: 27

Level: 2

STR	16{26}*	1.4{2}	+3{+8}
END	13{23}*	1.4{2.6}	+1{+6}
AGL	12	1.3	+1
INT	33	1.8	+11
CHR	10	N.A.	+0

* The stats in () indicate his ability scores while wearing his armor

Training: Agility {Lv 1}, ??? {Lv 2}

Skills:

- | | | | |
|--------------------------------------|--------------------|-------------------------|---------------------------|
| 1. Area Kno {Empire City} | 9. Driving | 17. Language {Arabic} | 25. Science {Cybernetics} |
| 2. Area Kno {Empire City-Waterworks} | 10. Electronics | 18. Language {Italian} | 26. Science {Robotics} |
| 3. Accuracy: +1 to hit | 11. Fast Talk | 19. Language {Spanish} | 27. Streetwise |
| 4. Animal Handling | 12. Gambling | 20. Mechanic | 28. Survival |
| 5. Climbing | 13. Firearms | 21. Navigation | 29. Swimming |
| 6. Computers | 14. Kno {Business} | 22. Observation | 30. |
| 7. Crime | 15. Kno {Civics} | 23. Pro {Auto mechanic} | 31. |
| 8. Disguise | 16. Kno {Politics} | 24. Pro {Metalsmithing} | 32. |
| | | | 33. |

Powers/Abilities:

1. Heightened Intelligence A = +17 - Using his Heightened Intelligence, Lorenzo built a diesel-powered set of armor
2. Armor B {Technological} = ADR 114, SR 11 - Three abilities
- + 3. Strength: +10
- + 4. Endurance: +10
- + 5. 2 x normal carrying capacity.
6. Flame Powers (A) (Device): Arm Mounted Flame Thrower = Ra 49", {1d12 damage} {As Defense - PR= 'free' {no charges}}
1 charge per shot; 16 charges.

Special Requirement: Suit operates under normal air conditions and can't work without oxygen, water, or in enclosed spaces, even if Lorenzo has life support.

Weapons / Equipment: "Big Freaking" Hammer = +3 to hit and a +1d6 damage. It cannot be thrown normally.

Inventions: _____

Weight: 170lbs

Hit Points: 16(41)*

Power: 74(94)*

Accuracy Mod: +2 {+5 w/Hammer}

Carrying Capacity: 459lbs (3,379lbs)*

Public Standing: Good +0

Movement Rates: 41" ground {61" ground}*

Perception: 24% (54% w/Observation)

Inventing Points: 6.6

Legal Status: US Citizen, with no criminal background

Basic Hits: 3.4

Healing Rate: 1.03

Hero Points: 1

Damage Mod: +5 (w/Hammer 1d6+5)*

Basic HTH Damage: 1d6 {1d12}*

Evil: -0

Intuition: 28%

Inventing: 99%

Agility Mod: -

Origin and Background: Lorenzo grew up in the working class neighborhoods of Philadelphia and moved to Empire City with his family when he was about seven. Even at this young age, Lorenzo was different, being significantly smarter than almost anybody any of them knew. In order to keep him from getting bored and getting in trouble at school, Lorenzo worked with his father at a municipal garage keeping all the dump trucks, trash trucks, buses and snow plows running. This also, however, only took about a third of the time it took other mechanics to do the job, so he learned about many other things as well, hanging out with various drivers, accompanying them on their runs. On trips such as this, he quickly picked up several new languages, learned all the city routes, both above and below ground, lots of local issues and politics as well as becoming a master mechanic. He later joined his brother for a while making custom big rigs for drag strip racing, learning metallurgy and the intricacies of high performance engines. While all of this was fun, Lorenzo still felt restless and believed that he could put his mind to better use. He combined all of his knowledge and used it to build a powerful diesel-powered suit of armor and set out on a solo life of crime-fighting until he was approached to join the Protectors.

Personality and Character Traits: Lorenzo is friendly and jovial, willing to chat with anybody from grease monkeys to professors, but he's a little uncomfortable around ostentatious displays of wealth and what he believes it stands for. His suit of armor reflects his background, being a belching behemoth with smoke coming out the twin pipes in his back and wielding a powerful flamethrower in one hand and a big metal club in the other.

Notes: _____
