

THE MACHINIST

Identity: Mac Gaunt

Sex: Male

Experience:

Side/Affiliation: Good/The Protectors

Age: 28

Level: 2

STR	15	1.8	+1
END	14	1.4	+1
AGL	23	1.8	+4
INT	12	1.1	+0
CHR	8	N/A	-1

Training: Accuracy

Skills:

- | | | | |
|-----------------|---------------------|-----------|-----------|
| 1. Accuracy: +1 | 7. Climbing | 13. _____ | 19. _____ |
| 2. Mechanic | 8. Tracking | 14. _____ | 20. _____ |
| 3. Electronics | 9. Stealth | 15. _____ | 21. _____ |
| 4. Swimming | 10. Escape Artist | 16. _____ | 22. _____ |
| 5. Surveillance | 11. Safe Cracking | 17. _____ | 23. _____ |
| 6. Observation | 12. Sleight of Hand | 18. _____ | 24. _____ |

Powers/Abilities:

1. Machine Control: As per Lightning Control.
2. Gadgeteer: The Machinist is a mechanical/scientific genius and is capable of creating 1d6 single use devices per day. The devices can be used to simulate powers, or any other use the he can reasonably explain to the GM.
3. Heightened Agility B: +17
4. Telekinesis (with mutation): Only usable to assemble/disassemble technological devices.

Inventions: _____

Weight: 250

Hit Points: 21

Power: 64

Accuracy Mod: +4

Carrying Capacity: 597 lbs.

Public Standing: Good: -2

Movement Rates: 52" ground

Perception: 10%

Inventing Points: 1.2

Legal Status:

Basic Hits: 5

Healing Rate: 1.5

Hero Points: 1

Damage Mod: +2

Basic HTH Damage: 1d8

Evil: +2

Intuition: 14%

Inventing: 36%

Agility Mod: -2

Origin and Background: Handyman/Mechanic for Empire University. He is a bit of a recluse with an unknown past. A high official, with connections to the University, got him the job to pay off a debt, but no one will admit to knowing what the debt was.

Personality and Character Traits: Mac is a gruff hermit. He wants to do his work and be left alone. He is a naturally curious person and nothing makes him curious like a mystery or a secret. He doesn't think highly of people and believes everyone wears a mask. His personal motto is "Character is what a person does when no one is watching; and believe me, there is no one left with good character. I would know because I am no one". Despite his gruff exterior he still has a burning desire to champion the weak and bring justice to the world; "Remove the mask of injustice" as Mac would say. He needs a leader he can respect and follow first.

Notes: The Machinist's costume has scrap metal, plastic, and other material attached to it. He uses this material to create metal rope, climbing claws, listening devices, lock picks, flying electronic bugs, energy siphons, emi devices, climber rigs, etc. He has automated his lawn mower, to cut the grass by itself, and his tool box to roll and hand him tools as they are requested.