

Character Name: Zeke ([PDF](#))
Alternate Identities: Ezekiel Winston
Player Name: Clinton Menezes



CHARACTERISTICS

Val Char	Base	Points	Total	Roll	Notes
11 STR	10	1	11	11-	HTH Damage 2d6 END [1]
17 DEX	10	21	17	12-	OCV 6 DCV 6
20 CON	10	20	20	13-	
15 BODY	10	10	15	12-	
15 INT	10	5	15	12-	PER Roll 12-
20 EGO	10	20	20	13-	ECV: 7
10 PRE	10	0	10	11-	PRE Attack: 2d6
10 COM	10	0	10	11-	
8 PD	2	6	8/16		8/16 PD (8/16 rPD)
8 ED	4	4	8/16		8/16 ED (8/16 rED)
3 SPD	2.7	3	3		Phases: 4, 8, 12
7 REC	6	2	7		
40 END	40	0	40		
33 STUN	30	3	33		
6" Running	6	0	6"		
2" Swimming	2	0	2"		
2" Leaping	2	0	2"		

97 Total Characteristics Points

CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	27
Spent:	25
Unspent:	2
Base Points:	125
Disad Points:	75
Total Points:	225

MOVEMENT

Type	Total
Run (6)	6" [12" NC]
Swim (2)	2" [4" NC]
H. Leap (2")	2"
V. Leap (1")	1"

DEFENSES

Type	Amount
Physical Defense	8/16
Res. Phys. Defense	8/16
Energy Defense	8/16
Res. Energy Defense	8/16
Mental Defense	9
Power Defense	10

COMBAT INFORMATION

Level	OCV	To Hit (OCV + 11)	DCV
Base	6	17	6
"Half"	3	14	3
"Zero"	0	11	0

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

Die Roll	Hit Location	KA Stun X	NA Stun X	Body X	OCV
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomache	x4	x1 1/2	x1	-7
13	Vitals	x4	x1 1/2	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

Character Name: Zeke
 Alternate Identities: Ezekiel Winston
 Player Name: Clinton Menezes



SKILLS

Cost	Name
	Everyhero
0	1) Climbing 8-
0	2) Native Language: English (idiomatic; Literate) (4 Active Points)
0	3) Paramedics 8-
	Investigation Skills
5	1) +1 with DCV
0	2) AK: Vibora Bay 8-
1	3) Combat Driving 8-
3	4) Concealment 12-
0	5) Conversation 8-
3	6) Criminology 12-
1	7) Cryptography 8-
1	8) Deduction 8-
1	9) Forensic Medicine 8-
1	10) Interrogation 8-
1	11) Lockpicking 8-
0	12) Persuasion 8-
2	13) PS: Investigation 11-
3	14) Shadowing 12-
3	15) Stealth 12-
3	16) Streetwise 11-
	Krav Maga
1	1) WF: Blades
1	2) Breakfall 8-
1	3) KS: Krav Maga 8-
	Previous Life
0	1) Acting 8-
1	2) High Society 8-
1	3) KS: History 8-
1	4) KS: Literature & Poetry 8-
0	5) PS: Poet (Everyman Skill) 11-
0	6) TF: Common Motorized Ground Vehicles, Everyman
	Warlock/Magic Skills
6	1) <i>CSL</i> : +2 with Warlock Spells
3	2) <i>Natural Magician (Warlock)</i> : Expert
6	3) <i>Practical Magic</i> : +2 w/ Warlock; KS: Angels, Devils & Demons; KS: Bindings &

POWERS

Cost	Power	END
12	<i>Warlock Spells</i> : Multipower, 70-point reserve, all slots Delayed Effect (+1/4) (87 Active Points); all slots Ritual Time (1 hour; -3), Side Effects - Spell Power Drain (-1), Spell (-1/2), Variable Limitations (requires -1 worth of Limitations; OAF(Rod) or x2End, Full Phase; -1/2), Gestures (-1/4), Incantations (-1/4), Warlock Skill (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4)	
1u	1) <i>Call Demon</i> : Summon 200-point Demons, Friendly (+1/4), Expanded Class of Beings Limited Group (+1/2) (70 Active Points); Extra Time (1 Turn (Post-Segment 12), Character May Take No Other Actions, -1 1/2), Requires Warlock and KS: Demons (-3/4), Limited Power Only at Night (-1/4)	7
1u	2) <i>Demon of Corruption</i> : Contact (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own), Spirit Contact (x2 1/2) (15 Active Points); Will call in Favor (-1/4) 11-	
1u	3) <i>Hellfire</i> : EB 9d6, 16 Charges (+0) (45 Active Points); Costs Endurance (-1/2)	4
1u	4) <i>Resist the Infernal</i> : (Total: 44 Active Cost, 4 Real Cost) Damage Resistance (8 PD/8 ED), 1 Continuing Fuel Charge lasting 1 Hour (+0), Persistent (+1/2), Usable Simultaneously (up to 8 people at once; +1) (20 Active Points); Only vs Infernal Powers (-1), Costs Endurance (-1/2) (Real Cost: 2) plus Power Defense (5 points), 1 Continuing Fuel Charge lasting 1 Hour (+0), Persistent (+1/2), Usable Simultaneously (up to 8 people at once; +1) (12 Active Points); Costs Endurance (-1/2), Only vs Infernal Powers (-1/2), Does Not Stack (-1/2) (Real Cost: 1) plus Mental Defense (5 points), 1 Continuing Fuel Charge lasting 1 Hour (+0), Persistent (+1/2), Usable Simultaneously (up to 8 people at once; +1) (12 Active Points); Costs Endurance (-1/2), Only vs Infernal Powers (-1/2), Does Not Stack (-1/2) (Real Cost: 5)	4
1u	5) <i>Sense Demon</i> : Detect Demons 12- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, 1 Continuing Fuel Charge lasting 1 Hour (+0) (20 Active Points); Costs Endurance (-1/2)	2
1u	6) <i>Sense Magical Energy</i> : Detect Magic 12- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, 1 Continuing Fuel Charge lasting 1 Hour (+0) (25 Active Points); Costs Endurance (-1/2)	2
1u	7) <i>Ward Shell</i> : FW (9 PD/9 ED; 2" long and 1" tall), 6 Continuing Charges lasting 1 Minute each (+0), Hardened (+1/4) (59 Active Points); Costs Endurance (-1/2), Restricted Shape (-1/4)	2
1u	8) <i>Weaken the Infernal / Human's Weakness</i> : Suppress Defense Power 6d6, Two Defense Powers simultaneously (+1/2), 1 Continuing Fuel Charge lasting 1 Hour (+0), Multiple Special Effects (Any defensive Power; +1/2) (60 Active Points); Costs Endurance (-1/2), Infernal Only (-1/4)	6
	Demon Host	
1	1) <i>Environmental Tolerance</i> : Custom Power (1 Active Points)	0

- 1 Wards
- 1 4) *Spell Research*: Inventor 8-
- 3 5) *Warlock*: Power 13-
- 1 6) CuK: Demon cults (Natural Magician) 11-
- 2 7) KS: Angels, Devils, & Demons (Natural Magician) 12-
- 2 8) KS: Bindings & Wards (Natural Magician) 12-
- 1 9) KS: Mystic World (Natural Magician) 11-
- 1 10) KS: Warlock Magic (Natural Magician) 11-
- 4 11) Language: Demon Tongue (completely fluent; literate, Non Human Language) (5 Active Points)

64 Total Skills Cost

PERKS

Cost Name

Resource Pools

- 0 1) Equipment Points: 20
- 0 2) Vehicle/Base Points: 10
- 0 3) Follower/Contact Points: 10

0 Total Perks Cost

MARTIAL ARTS MANEUVERS

Cost Maneuver

Krav Maga

- 4 1) Martial Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
- 4 2) Martial Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 20 STR to Disarm
- 4 3) Martial Strike: 1/2 Phase, +0 OCV, +2 DCV, 4d6 Strike
- 1 4) Weapon Element: Blades

13 Total Martial Arts Cost

- 10 2) *Multiform* (200 Character Points in the most expensive form) (40 AP); Expanded Personality Loss (-1 1/2), Extra Time (1 Turn, -1 1/4), Not on Holy Ground (-1/4)
- Gear
- 8 1) *Runed Knife*: HKA 1d6-1, Range Based On STR (+1/4), Reduced Endurance (0 END; +1/2) (17 Active Points); OAF (-1), STR Minimum 6 (-1/2), Real Weapon (-1/4)
- Misc
- 5 1) *Damn Stubborn*: Mental Defense (9 points total) 0
- 3 2) *Protection Tattoos/Scars*: (Total: 6 Active Cost, 4 Real Cost) Power Defense (5 points) (5 Active Points); Limited Power Only vs Magic and Infernal Powers (-1/2) (Real Cost: 3) **plus** Damage Resistance (1 PD/1 ED) (Real Cost: 1) 0
- 5 3) Luck 2d6, Every Hero Gets 1 0

50 Total Powers Cost

EQUIPMENT

Cost Equipment

END

Contacts (10);

- 5 1) *Mystic Arts Supplier*: Contact: Alex Kingston (Contact has significant Contacts of his own, Contact has very useful Skills or resources) 8-;
- 5 2) *Police*: Contact: Detective Mariska Alerton (Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) 11-;
- 5 3) *Retired Exorcist*: Contact: Father Charley (Contact has useful Skills or resources, Good relationship with Contact) 12-;

Equipment (20);

- 7 1) *Binoculars*: (Total: 15 Active Cost, 7 Real Cost) +8 versus Range Modifier for Sight Group (12 Active Points); OAF (Binoculars; -1) (Real Cost: 6) plus Absolute Range Sense (3 Active Points); OAF (Binoculars; -1) (Real Cost: 1); 0
- 9 2) *Handcuffs*: Entangle 3d6, 6 DEF, Takes No Damage From Attacks All Attacks (+1/2) (67 Active Points); 1 Recoverable Charge (-1 1/4), OAF (-1), Set Effect (Hands Only/Feet Only) (-1), Does Not Prevent The Use Of Accessible Foci (-1), No Range (-1/2), Can be escaped automatically with Lockpicking or Contortionist rolls (-1/2), Must follow Grab or target must be willing (-1/2), Cannot Form Barriers (-1/4); [1 rc]
- 3 3) *Police Scanner*: Radio Perception, Transmit, 1 Continuing Fuel Charge lasting 6 Hours (+0) (10 Active Points); OAF (Police Scanner; -1), Sense Affected As More Than One Sense Hearing (-1/4); [1 cc]
- 2 4) *Tools*: +2 with Lockpicking (4 Active Points); OAF (-1);
- 1 5) *Uber sunglasses*: Sight Group Flash Defense (3 points) (3 Active Points); OAF Fragile (-1 1/4); 0
- 2 6) *Video Camera*: Eidetic Memory, 1 Continuing Fuel Charge lasting 6 Hours (+0) (5 Active Points); OAF Fragile (-1 1/4);
- 6 7) Sight Group Images 1" radius, +/-4 to PER Rolls, 1 Continuing Fuel Charge lasting 1 Hour (+0) (22 Active Points); OAF (-1), Limited Power Only to Create Light (-1), No Range (-1/2); [1 cc]

;

Vehicles (10);

9 1) *Motorcycle*: [Vehicle](#);

6 2) *Studio Apartment (Workshop)*: [Base](#);

Character Name: Zeke
Alternate Identities: Ezekiel Winston
Player Name: Clinton Menezes



DISADVANTAGES

Cost	Disadvantage
5	Dependence: Suffering/Pain of others Takes 3d6 Damage (Common, 1 Week)
15	Distinctive Features: Demon inside (Not Concealable; Extreme Reaction; Detectable Only By Unusual Senses)
5	Distinctive Features: Scars/Tattoos in binding symbols (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: All those who hate Demon-Kind 8- (As Pow, Harshly Punish)
10	Hunted: Demon Lord 8- (Mo Pow, NCI, Limited Geographical Area, PC has a Public ID or is otherwise very easy to find, Watching)
0	Normal Characteristic Maxima
10	Psychological Limitation: Anger/Hatred of Beautiful Women (Uncommon, Strong)
10	Psychological Limitation: Enjoys the misery/torment/pain of others (Common, Moderate)
5	Psychological Limitation: Protective of Innocents (Uncommon, Moderate)
5	Psychological Limitation: Tormented by Internal Demon (Uncommon, Moderate)
75	Total Disadvantages Cost

APPEARANCE

Hair Color: Black (Blue Highlights)

Eye Color: Green w/red

Height: 5' 8"

Weight: 141 lbs

BACKGROUND

- Ezekiel Joshua Winston
- Born: December 13th; 21 years old.
- Lower upper class upbringing. Father is in business and mother is a lawyer. Had a life of privilege and comfort, but wanted more and felt put upon.
- College life involved complaining and creating lousy poetry.
- At a party met a beautiful women that seemed quite taken with him. Invited him to a private party. They were luring him to a ritual summoning as the vessel for a demon. Something went very wrong. Zeke does not remember clearly several days after the incident. He remebers his mind beginning to clear and seeking a small church in hopes of finding relief.
- This is where he met the priest (retired exorcist) contact.
- The priest educated him in some of what he knows and also discovered that Zeke is not actually possessed.
- Began educating himself about demons and the magic surrounding them. Met supplier here.
- Decided to protect other people from the bad things that exist out there and started seeking cults to undermine/destroy them. Came to the notice of the council when he crossed paths with one of their investigators.
- Rescued daughter of cop (14) from a cult.. This is how they met.
- The demon is almost always talking to him; taunting or tempting him.

QUOTE

Playing with demons is really stupid.

POWERS/TACTICS

Zeke stores spells in the runes tattooed and scarred into his body for release at need. He uses demonic animals to help in hunting and scouting.