

Rocco Christopher



In the official organizational chart of **Argus**, his title is Deputy Director of Internal Security. A keen-eyed observer will note that Argus has few *Deputy* Directors. In fact, it has one, and no one ever refers to him by title. His job description is to provide personal security for a senior member of the executive council. In theory, this should mean that he is a bodyguard for **Dame Beatrice Barrowman**, and that is a role that he sometimes fills.

In practice, however, he usually describes himself as her gofer. Whenever she needs something done, and (a) has no time to manipulate one of the long underwear crowd into doing it and (b) would prefer not to make it an official order to an Argus agent who will write the whole thing up as a report, she tells him to go for it. Or, just as frequently, to go break it. And sometimes ... well, you get the idea. He is more or less content with this life, as it allows him plenty of opportunities to test himself against worthy opponents, and encounter unusual situations that let him push his abilities to the limit.

The source of those abilities is a matter of some dispute. Rocco insists that anyone could do what he does if they just trained as intensively as he has since he was a child. **Ken Hazzard**, who rescued him (arguably more *kidnapped* him) from his parents, evangelist recruiters for **the Pythonian Insurgency**, reported that he had seen evidence that the child had been subjected to experiments that turned him into a superpower. Dame Beatrice believes that it is a mix of the two; the experiments gave Rocco the potential, and his training and study under many masters of the martial arts (most notably Hazzard himself) gave that potential form, but also limited it in many ways.

While an extremely capable martial artist in general, the most exceptional talent possessed by

Rocco is the ability to channel a fantastic amount of energy through one of his punches while keeping his flesh and bone intact in the process. He refers to this as "the one punch." Because of the energy it requires as well as its lack of precision, he prefers to use it as either a finishing blow or a way to demolish objects.

Rocco has a sometimes tense relationship with Dame Beatrice. He believes that she views him as a completely expendable asset, easily replaced if he ever fails to meet her expectations. She would be aghast if she learned this, as she knows that she could not replace him at all, much less easily. On the other hand, she is too callous to ever appreciate that he *also* views her as a maternal figure, of sorts, and craves her approval. Of course, that is not something he has ever fully admitted to himself, beyond occasionally referring to her as "little mother" in his thoughts.

Because of his training by Hazzard, Rocco was in a unique position to recognize elements of the style used by his mentor in the fighting techniques employed by **Trouble**. He has had a few run-ins with her over the years, and still has never gotten an answer to the question of how she was involved in his final fate. He regards her with suspicion as a result ... and of course, he really wants to determine which of them would win in an all-out fight.

Rocco Christopher -- PL 11

Abilities:

STR 3 | STA 4 | AGL 6 | DEX 4 | FGT 12 | INT 1 | AWE 4 | PRE 1

Powers:

Mobility: Movement 3 (safe-fall, sure-footed, wall-crawling); Speed 2 (8 MPH) - 8 points

The One Punch: Damage 15, Tiring, Inaccurate 3, Quirk (Full power, cannot be part of a maneuver) - 2 points

Advantages:

Agile Feint, All-out Attack, Assessment, Contacts, Defensive Attack, Defensive Roll, Evasion, Hide in Plain Sight, Improved Critical (unarmed), Improved Disarm, Improved Initiative, Interpose, Move-by Action, Power Attack, Skill Mastery (Athletics), Takedown 2, Trance, Uncanny Dodge, Weapon Bind, Well-informed.

Skills:

Acrobatics 8 (+14), Athletics 10 (+13), Close Combat: Unarmed 3 (+15), Expertise: Magic 10 (+11), Insight 8 (+12), Investigation 9 (+10), Perception 8 (+12), Stealth 8 (+14).

Offense:

Initiative +10

Unarmed +15 (Close Damage 3, Crit 19-20)

The One Punch +6 (Close Damage 15)

Defense:

Dodge 12, Parry 12, Fortitude 7, Toughness 6/4, Will 11

Totals:

Abilities 70 + Powers 10 + Advantages 21 + Skills 32 + Defenses 16 = 149 points

Offensive PL: 11

Defensive PL: 9

Resistance PL: 9

Skill PL: 9

Complications:

Personal Excellence--Motivation. Arrogance Masquerading as Humility. Responsibility (Lady Beatrice.)

Update 2021: After competing in the Daikessoshen and losing, Rocco has had a bit of the smug kicked out of him, and devoted himself to improving on the weaknesses that this episode demonstrated. On the upside, he has a slightly better relationship with his Little Mother (and permission to call her that o-cas-ion-al-ly.) That is a *big* win in his book. (Add Luck 2 to his advantages and improve Parry to 14 and Will to 13.)

Update 2022: Sent to compete in the second Daikessoshen as the representative of Argus, Rocco managed to make it into the penultimate bout, but fell when **Bravo** used an imitated version of the One Punch on him. Still, it was further than he managed last year, and the third time has to be the charm, right?