

Name: Lu Yan, the Immortal

Race Human, male

https://en.wikipedia.org/wiki/L%C3%BC_Dongbin

Derived

Pace: 5

Parry: 10

Toughness: 11

RATN: 8

Attributes

d6 -1 Agility

d6 Smarts

d8 Spirit

d4 -1 Strength

d8 -1 Vigor

Skills

d4 Academics

d4 Athletics

d8 Common Knowledge

d8 Fighting

d10 Focus

d8 +2 Healing

d4 Notice

d4 Occult

d6 Persuasion

d6 Stealth

Edges

Healer: Add +2 to all Healing rolls, natural or super

Superpowers (Free)

 Super Power Points: 40

 Power Limit 13

Hindrances

Elderly (Major)

Your adventurer is getting on in years, but he's not quite ready for the nursing home yet. His Pace is reduced by 1, and he subtracts 1 from running rolls (minimum 1). He also suffers a -1 penalty to Agility, Strength (including damage), and Vigor rolls, but not linked skills. On the plus side, the wisdom of his years grants the hero 5 extra skill points which may be used for any skills linked to Smarts.

Monologuer (Major)

Any time the character's Action Card is a Club, he must make a Smarts roll at -2 or spend his entire turn announcing his opponents' doom, talking. The verbose character may move and take free actions during his monologue but is otherwise preoccupied making his point. Lu Yan will tend to quote ancient Chinese philosophers at length during battles.

Powers 40

Absorption (All power types, Reflection, Transference, Achilles Heel)

When the super would take one or more Wounds from any Power Type except Darkness and Time), he gets a free Soak roll using Focus instead of Vigor (any rules applying to Vigor for Soaking also apply to Focus).

Reflection

The character may redirect any Wounds he absorbed to any foe within 12" (24 yards). He may split absorbed Wounds among possible targets if he likes. Those targets may Soak as usual and may attempt to absorb them as well if they also have this power!

Transference

Each time the hero absorbs a Wound, he may increase an attribute one die type. This lasts for five rounds and has a maximum of +4 die types in any one attribute.

Achilles Heel (Darkness, Time)

The character cannot absorb two Power Types from his list of absorbable types.

Trappings: Swirling spirits of various supernatural animals and entities swirl from his body and handle the incoming energy, which if absorbed limes his body with light. He then uses that energy for his own benefit or redirects it back at the aggressor.

Ageless

The hero never grows old. He's permanently stuck at whatever age the player chooses.

Trappings: Spiritually maintained by divine providence. His immortality did not reverse the signs of age he already had when the power was bestowed.

Parry (4)

Your character's Parry increases by +1 each time this power is taken, to a maximum of +5. This stacks with any other bonuses to Parry from weapons or abilities.

Trappings: Trained with other immortal Kung Fu masters.

Dodge (4)

Direct ranged attacks (Shooting and Athletics (throwing)) subtract 1 for each point in this power, to a maximum of -5 for 5 Super Power Points. *Dodge* stacks with any other abilities that subtract from ranged attacks, to a maximum penalty of -10. It offers no protection from area effect attacks.

Trappings: Trained with other immortal Kung Fu masters.

Toughness (5)

Your character's Toughness improves by +1/level.

Trappings: He always goes with the flow and presents no target.

He who knows how to live can walk abroad

Without fear of rhinoceros or tiger.

He will not be wounded in battle.

For in him rhinoceroses can find no place to thrust their horn,

Tigers can find no place to use their claws,

And weapons no place to pierce.

Why is this so? Because he has no place for death to enter.

Environmental Resistance (Cold, Electricity, Fire, Force, Light)

Your hero is resistant to Cold, Electricity, Fire, Force, Light. He ignores their background effects, reduces damage from that Power Type by 4, and adds +4 when resisting any effects with that Power Type's Trapping.

Trappings: Knowledge of the Tao provides him with ways of countering the harmful aspects of nature. Whatever the threat, something from nature arises to counteract it.

Restlessness overcomes cold; stillness overcomes heat.

Hardy

The hero is so tough only the most serious damage can harm him. A second Shaken result in combat doesn't cause a Wound.

Trappings: Knowledge of the Tao protects him by moving with potential sources of injury rather than resisting them or trying to stop them.

Healing (Requires Touch)

Your helpful hero can heal himself or another who can be touched. This takes a Focus roll as an action and heals one Wound with a success, or two with a raise.

One Shot: The *healing* power may only be attempted once per "set" of Wounds (Wounds taken in one attack), and only within the "golden hour" after the Wounds are received. If the roll is failed, the power can't heal those particular Wounds. The healer may try to treat any *new* Wounds a patient receives, however.

The same character can also use the Healing skill separately, before or after attempting the power, essentially giving her two chances to heal Wounds if she has both the skill and the power.

The Healer Edge applies to both the power and the skill as usual.

Support: Healers can Support their ally's natural healing rolls if they're able to offer a few minutes of treatment each day.

Trappings: Knowledge of the Tao allows him bring out the natural healing powers of life itself.

Immune to poisons and disease

The character is completely immune to both poison and disease.

Trappings: Poison and disease are part of the Tao. Being at one with the Tao allows poison and disease no place to enter.

Whoever is filled with Virtue is like a new-born child. Wasps and scorpions will not sting it; snakes and serpents will not bite it.

Stun

A successful Focus roll causes a target within 6" (12 yards) to make a Vigor roll (at -2 with a raise on the Focus roll). If the victim fails, he's Stunned.

Trappings: His forceful will can cause someone bent on doing others harm to be unable to act on these impulses, made temporarily pacific by his infectious inner peace.

Attributes (start) 5 + 2 from hindrances

Agility	4	+1	6	-1 (elderly)
Smarts	4	+1	6	
Spirit	4	+3	10	
Strength	4		4	-1 (elderly)
Vigor	4	+2	8	-1 (elderly)

5 increase points + 2 from major hindrances

Skills 12 points + 5 Smarts based (from elderly hindrance)

Academics (Sm) 1 d4
Athletics (Ag) Core d4
Common Knowledge (Sm) Core 2 d8
Focus (Sp) 5 d10
Healing (Sm) 3 d8
Intimidation (Sp) 1 d4
Notice (Sm) Core 1 d6
Occult (Sm) 1 d4
Persuasion (Sp) Core 1 d6
Science (Sm) 1 d4
Stealth (Ag) Core 1 d6

Edges

Humans gain 1 free
Two major hindrances pay for 2 attribute increases

Superpowers (Free)

Power Level III ish
Super Power Points: 40
Power Limit 13

Powers 40

2 Absorption

8 All power types
2 Reflection
2 Transference
-1 Achilles Heel (except Darkness, Time)

1 Ageless

13 Toughness

5 Environmental Resistance

Cold, Electricity, Fire, Force, Light

2 Hardy

3 Healing

-2 Requires Touch

2 Immune to poisons and disease

3 Stun