

Royland Blackstar

"Music is the strongest form of magic." - Marilyn Manson, minutes before the interview studio was demolished from the inside to demonstrate.

Concept: Superstar Rocker from the Stars

Musician: Toured the Cosmos, Baby!

Vigilante: Fugitive Freedom Fighter

Space Royalty: Prince of Rock

Omega: To thine own self be true!

Athletics	+3
Combat	+3
Contacts	+5
Empathy	+4
Notice	+4
Provoke	+5
Rapport	+5
Vehicles	+3
Will	+4

Rain & Thunder: his Guitar and portable amp

Function: Unstoppable noise penetrating even the void of space.

Flaw: Yearns to be heard.

- (2) You can use Provoke to make physical attacks with weapon:4, as bolts of lightning shoots out from the guitar and fog surrounds you. You can target everyone in a nearby zone (except yourself) at a cost.
- You can use Provoke to Overcome physical obstacles by destroying them with the power of music, and guitar lasers!
- If you're just playing the guitar, you get a +2 to Create Advantages with Rapport.

This song's for you.

- Once per issue, when you use teamwork to help someone out with epic music, instead of adding just +1 to their roll, you can roll Rapport and add that result instead.
- When you use your turn to play something inspiring to an ally, they get +2 on their next roll if they follow your lead.

The Ballad of Eternity. Once per volume, you may roll Rapport against a difficulty of +4 to summon the **Dragon of Rock** (see below). On a success with style, you get a free invoke on his Concept, or can give up that free invoke for an out-of-character boon from rocking out so impressively. (You can succeed at cost, which might involve him running rampant.)

Royland's out of commission channeling the Ballad while the dragon's present. The dragon stays around until the end of the scene, or until he ends the Ballad (or is forced to end it).

The Lesser Ballad of Only A Few Minutes. ♦ Once per issue, spend a fate point to have the Dragon of Rock partially manifest: its wings, claws or teeth, breath, tail, etc. Pick one of

the Dragon's skills and one of its stunts; you now have these for the rest of the scene. (Use the Dragon's own skill rating.)

Drop the bass. Use Athletics to float; ignore all ground-based obstacles when you do.

We will rock you! When insulting someone through music you get a +2 to attacks with provoke.

(Benefits: 10; **5 fate points to the GM.**)

Other possibilities

Inspiring hymns. When your allies invoke a music-related stunt you've created, they get a +3 bonus instead of +2.

Dragon of Rock

Concept: Ancient Persona of Rock

(+5) Dragon: Loyal to the music.

(+4) Rock:

Athletics +5

Notice +6

Physique +6

Provoke +6

Rapport +4

Sonic Breath +5

Tooth & Claw +5

Will +4

Bigger Than You. Fearproof, *but* weak to water. Use Physique to defend against mental attacks.

Hardened Scales.

Function: Dense scale plating.

Flaw: Poor tactile awareness.

- Armor: 2.

Wings at the Speed of Sound. Use Athletics to fly; ignore all ground-based obstacles when you do. +2 to Overcome physical obstacles with Athletics by flying.

(some stunt about spending a fate point to go incorporeal, gain hover, be bulletproof)

Fearsome instincts. ♦ When you succeed with style on an attack with Tooth and Claw, spend a fate point to prevent your target from checking a stress box to absorb harm.

Tail Swipe. Before rolling a Tooth & Claw attack, spend a fate point to apply your full attack against every target in one zone you can reach (which will probably be just about any zone).

(Benefits: 7; 2 fate points to the GM.)

Creation notes

Royland

Royland Blackstar is an ostentatiously flashy musician superstar superhero extraordinaire.

Character inspirations: Ziggy Stardust, EagleBones Falconhawk from the Aquabats, Prince, Elvis, Vegan dude from Scott Pilgrim (and the rock battle with the Katayanagi Twins), Mad Max heavy metal bard

Musician (8): Contacts (1), Empathy (3), Notice (1), Provoke (1), Rapport (1), Will (1)

Vigilante (10): Athletics, Combat, Contacts, Notice, Provoke, Vehicles, Will; p267

Space Royalty (5): Contacts, Empathy, Rapport; based on Celebrity form p269

SKILL CALCULATIONS

MODES ->	+3	+2	+1	REINF?
Athletics		x		x (1)
Combat		x		x (1)
Contacts	x	x	x	
Empathy	x		x	
Notice	x	x		
Provoke	x	x		x (2)
Rapport	x		x	x (2)
Vehicles		x		x (1)
Will	x	x		

30 - (8+10+5) = 23 = 7 points left over for reinforcement

The Dragon

Either +5 downwards for modes as an epic NPC, or +3 downwards like normal but with extra stunt boosts. Probably +5 because this is only going to come out once per volume!

Can be a vehicle.

Dragon (5, based on Kaiju and Dinosaur): Athletics, Notice, Provoke, Physique, Sonic Breath, Tooth & Claw

Rock (6): Notice, Physique, Provoke, Rapport, Will

Skill calculations:

MODES ->	+5	+4	REINF?
Athletics	x		
Notice	x	x	
Physique	x	x	
Provoke	x	x	
Rapport		x	
Sonic Breath	x		

Tooth & Claw x
Will x

Sonic Breath (weird skill):

Overcome: Destroy physical barriers or structures.

CA: Leverage the destruction you cause to create advantages in the environment, such as blocking avenues of escape with fallen power lines or huge chunks of rubble.

Attack: Cause harm to targets at range.