Navin Gopinath Mhasalkar	М	м		Human		23		DPS/Debuffer	
Character Name	Gender	Sex		Race		Age		Role	
		Character Inf	ormati	ion					
Personality	Appearance			Rackground				Portrait	
·			Background Navin hails from the world of the International Union of Herc extremely competent international organization that coordi			es, an		Fortrait	
Navin is an extremely humble and underspoken type; it's not like he doesn't speak a lot, but he rarely puts too much excitement or pride into his speech, especially regarding himself. Navin takes an almost self-deprecating stance, not typically comfortable with praising himself but this belies a quiet confidence he usually has. This fits in neatly with a deeply fatalistic worldview Navin believes that there are certain choices that happen, that are important and that their consequences are long and far-reaching. He believes that his own powers and life as a hero have primarily been a part of those Consequences, the results of Choices made by others. It has been willed he will be a defender, and reinforced by the choices other people have been made and the power he has been granted, so a defender he will be.	Navin is 58' tall, with a build that ma being bulky despite being quite mu moderately lean, all in all. His skin is and occasionally dotted with small sca fact that none are too big perhaps something. His hair is black and curly, even medium in length, and his eyes a brown color. His costume is a jumpsuit (as is cor superhero), mostly white in color but lines crossing and crisscrossing his bod only a few of them, and they re fairly a simple but visually striking design. T of a second color on his uniform too color of a design of the Pride of India right breast.	scled - he's a light brown, irs, though the speaks for albeit barely re a chocolate with a beer with a stem of a beer before to the per glowing thick, creating here's a splash to the per glowing the state of t	uperheroes or crous attacks, ural shenanigh a part of this its refounding hroes of a tru. n. As one of I part of the superhero con that in his Mal ower to creat projectile fel with ties in the interdimensi well, count the ton the globa scarred him to haccidentally they did help	international organization the world to fight superpo- defuse superhero feuds, de annery, dimensional dickery organization since close te as an effective, truly globe organization since close to the superpolation of the period of period of period pe	wered villaliand with strain, and more, to its foundin all aliants an alia perheroes at been part of small local a, having recording the seep part of the seep perheroes and the seep perheroes are the seep perheroes and the seep perhaps or to thim.	ry, make Navin y e Navin y e o r o n i n i n d d d d d d d d d d d d d d d			
Mechanical Information				Perks & F	laws				
Stats Resources				Vyāna					
Total 34 Level 6	Level 1			· yunu		Marin's power is infused	d doonly y	dthin his circulation, his movement	
Spent 40 HP 84	Calculations	Any damaging non-weapon		on Navin creates with +S and vice versa.	TR gets	and his body, function method of using it thus	ning as a k fundame	vithin his circulation, his movement, ind of circulatory inner energy. His ntally combines physical strikes with	
Constitution 7 Initiative 8 Strength 10 Stat Cap 14	Data1 Data2	3777 data	Jinacicux,, i	and thee tersai		explosive power, and I	his explosi vice	ions usually come with punches and e versa.	
Dexterity 8 Custom 1 0									
Intelligence 2 Custom 2 0				Superher	0				
Synergy 13 Custom 3 0	Level 1					Manda	h h/		
Defensive	Calculations	Navin	gains +1 SY	N per level		grows so does the stre	ength of th	er, but he is a superhero and as he ne power, causing him to be able to gy with each explosion.	
DR/All %DR/All	Data1 Data2								
DR/Physical %DR/Physical				<i>c c</i> :					
	Level 1			Counter-Circu	lation				
		The first time Navin drops b	oelow 50% H	P in a fight, all of his ac	tions go	and redirecting attack	ks, as he i	training revolves around countering s actually trained in Aikido, among er martial arts that he uses for his	
	Calculations		lown.	strikes. The circulation of his powers also emphasizes movement along patterns and curves - the end result of this is that his powers					
Wounds	Data1 Data2					and body are primed to, when hit, flow around and hit back again.			
Woullds				Shell Shoo	:k				
Wound 1	Level 1								
	Calculations	Whenever Navin hits an ene Daze stack. When non-bos reach 4 stacks, they are aff	s enemies r	each 2 stacks, or boss er	nemies	do, however, is hit th	em with v	ing his enemies PTSD. What he does waves of explosive force from very thing that tends to force people off-	
Decription	Data1 Data2	more damage from	all sources	until Navin's next turn.	J	,	, k	ilter.	
Data1	2331 2332								
Effects Data2				Fatalist					
-Wound 2	Level 1					Novin deser's	uou to e	ht his doction. After all his to	
Wound 2	Calculations	lavin cannot benefit from ef directly prevent him		irectly prevent a wound ing to 0 HP or below 1 H		entangled within it ev	er since th	ht his destiny. After all, he's been nat fateful day outside Mhasas. Why i just when it hurts?	
Decription	Data1 Data2								
Effects Data1				Data					
Juine	HPBonus	2 StatCapLevel	1.5	InitBonus	0				
Wound 3	HPMulti	1 APBase	10	WeightPenalty	0				
		0 APLevel	2	WepDmg	1d4+[Stat]				
Decription	StatsBase 1	0 APBonus	0	LevelBase	6				

Effects

Data1 Data2

StatsLevel

StatsBonus

StatCapBase

4

0

5

SlotsBase

SlotsLevel

SlotsBonus

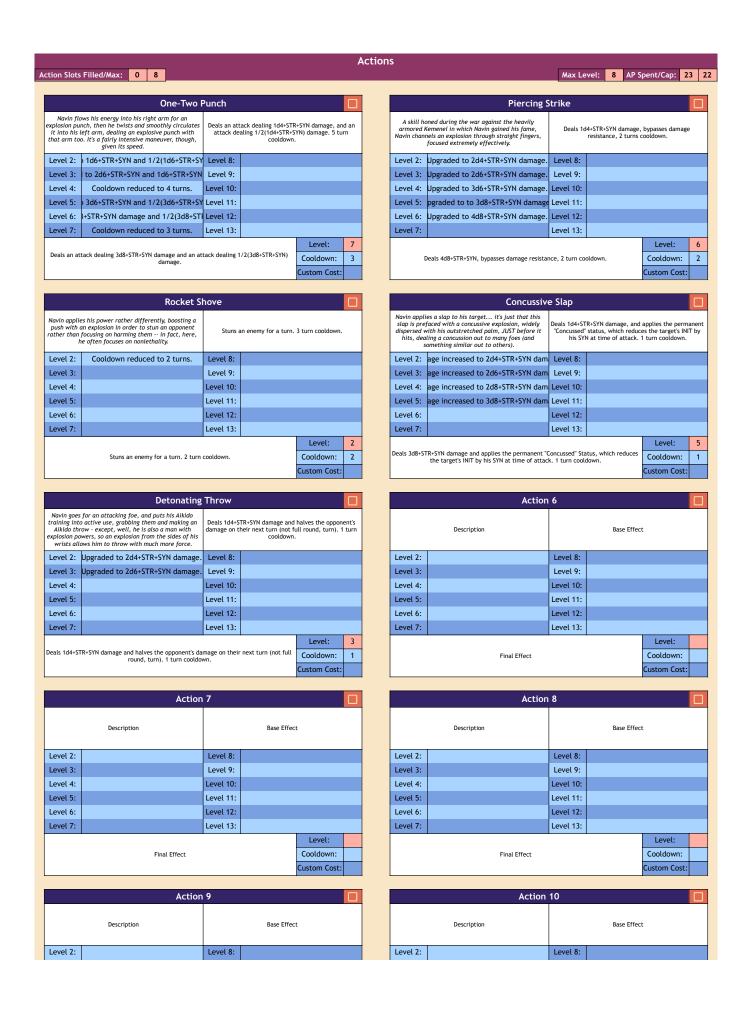
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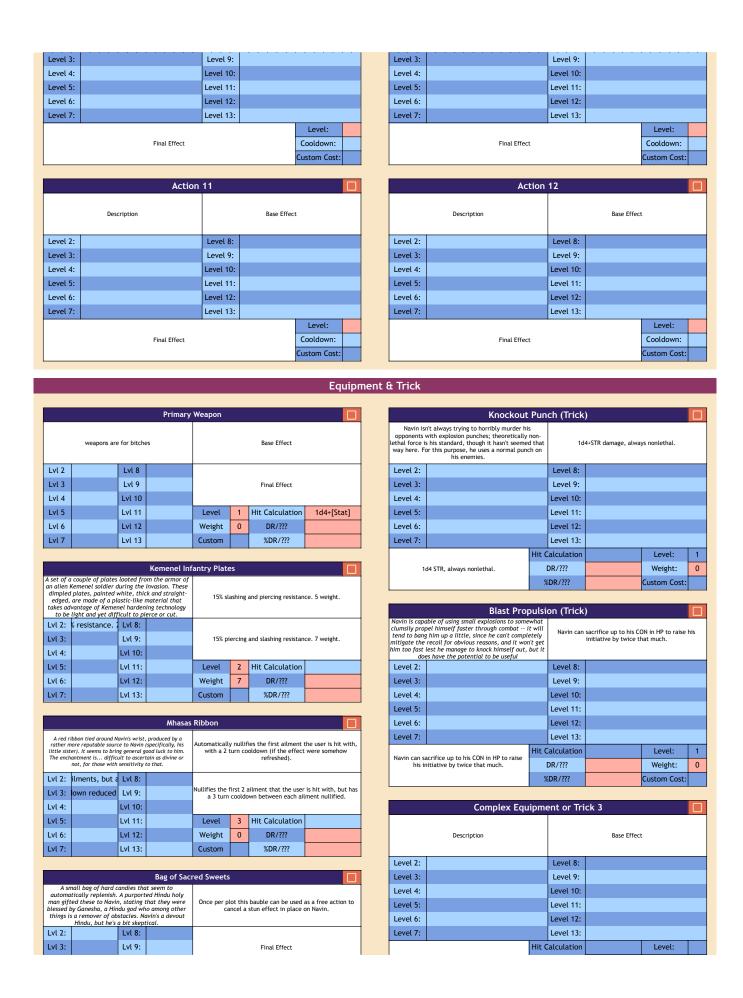
0.5

0

LevelBonus

0





Lvl 4:	Lvl 10:				Final Effect	:	DR/???	Weight:
Lvl 5:	Lvl 11:	Level 1	Hit Calculation				%DR/???	Custom Cost:
Lvl 6:	Lvl 12:	Weight 0	DR/???					
Lvl 7:	Lvl 13:	Custom	%DR/???			Gene	eric Items	
	Potions	of Health (x2)						
Potions full o	of, uh, red healy stuff. Seems reliable?	Can be qua	iffed to instantly regain	1 25% health.				
Lvl 2:	Lvl 8:							
Lvl 3:	Lvl 9:		Final Effect					
Lvl 4:	Lvl 10:							
Lvl 5:	Lvl 11:	Level 1	Hit Calculation					
Lvl 6:	Lvl 12:	Weight 0	DR/???					
Lvl 7:	Lvl 13:	Custom	%DR/???					