

Navin Gopinath Mhasalkar

Character Name

M

Gender

M

Sex

Human

Race

23

Age

DPS/Debuffer

Role

Character Information

Personality

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.

Appearance

Navin is 5'8" tall, with a build that manages to avoid being bulky despite being quite muscled -- he's moderately lean, all in all. His skin is a light brown, and occasionally dotted with small scars, though the fact that none are too big perhaps speaks for something. His hair is black and curly, albeit barely even medium in length, and his eyes are a chocolate brown color.

His costume is a jumpsuit (as is common for a superhero), mostly white in color but with saffron lines crossing and crisscrossing his body -- there are only a few of them, and they're fairly thick, creating a simple but visually striking design. There's a splash of a second color on his uniform too, the purple color of a design of the Pride of India flower, on his right breast.

Background

Navin hails from the world of the International Union of Heroes, an extremely competent international organization that coordinates the superheroes of the world to fight superpowered villainy, monstrous attacks, defuse superhero feuds, deal with strange supernatural shenanigans, dimensional dickery, and more. Navin has been a part of this organization since close to its founding - or, rather, its refounding as an effective, truly global organization in the throes of a truly devastating world war against an alien invasion. As one of India's more recognizable superheroes and a veteran part of the superhero community (having been part of the serious superhero community for ten years, with small local action before that in his Maharashtra village of Mhasas), having received the power to create explosions from his hands after a strange glowing projectile fell from the sky, he is extremely experienced, with ties in the organization and nearby regions, so interdimensional warfare is not "strange" to him. ...but, well, count the years, there, and you can see perhaps why his debut on the global scene in the middle of a horrifyingly bloody war has scarred him to this day. He met the American superheroes in truth accidentally responsible for his powers, and among the fighting they did help to raise him and introduce him to the rest of the world - but that only helps so much.

Portrait

Mechanical Information

Stats		Resources	
Total	34	Level	6
Spent	40	HP	84
Constitution	7	Initiative	8
Strength	10	Stat Cap	14
Dexterity	8	Custom 1	0
Intelligence	2	Custom 2	0
Synergy	13	Custom 3	0

Defensive

DR/All	%DR/All
DR/Physical	%DR/Physical

Wounds

Wound 1

Description	
Effects	Data1 Data2

Wound 2

Description	
Effects	Data1 Data2

Wound 3

Description	
Effects	Data1 Data2

Perks & Flaws

Vyāna

Level	1
Calculations	Any damaging non-weapon attack action Navin creates with +STR gets +SYN automatically, and vice versa.
Data1	Data2

Navin's power is infused deeply within his circulation, his movement, and his body, functioning as a kind of circulatory inner energy. His method of using it thus fundamentally combines physical strikes with explosive power, and his explosions usually come with punches and vice versa.

Superhero

Level	1
Calculations	Navin gains +1 SYN per level
Data1	Data2

Navin wasn't born with his power, but he is a superhero and as he grows so does the strength of the power, causing him to be able to project more energy with each explosion.

Counter-Circulation

Level	1
Calculations	The first time Navin drops below 50% HP in a fight, all of his actions go off of cooldown.
Data1	Data2

A great deal of Navin's martial training revolves around countering and redirecting attacks, as he is actually trained in Aikido, among the mixture of pieces from other martial arts that he uses for his strikes. The circulation of his powers also emphasizes movement along patterns and curves - the end result of this is that his powers and body are primed to, when hit, flow around and hit back again.

Shell Shock

Level	1
Calculations	Whenever Navin hits an enemy with a melee attack action, they gain a Daze stack. When non-boss enemies reach 2 stacks, or boss enemies reach 4 stacks, they are afflicted with the Dazed condition, taking 50% more damage from all sources until Navin's next turn.
Data1	Data2

No, Navin isn't specialized in giving his enemies PTSD. What he does do, however, is hit them with waves of explosive force from very close by, and this is the sort of thing that tends to force people off-kilter.

Fatalist

Level	1
Calculations	Navin cannot benefit from effects that directly prevent a wound or would directly prevent him from dropping to 0 HP or below 1 HP.
Data1	Data2

Navin doesn't see a way to fight his destiny. After all, he's been entangled within it ever since that fateful day outside Mhasas. Why would that stop just when it hurts?

Data

HPBonus	2	StatCapLevel	1.5	InitBonus	0				
HPMulti	1	APBase	10	WeightPenalty	0				
HPBase	30	APLevel	2	WepDmg	1d4+[Stat]				
StatsBase	10	APBonus	0	LevelBase	6				
StatsLevel	4	SlotsBase	5	LevelBonus	0				
StatsBonus	0	SlotsLevel	0.5						
StatCapBase	5	SlotsBonus	0						

Actions

Action Slots Filled/Max: 0 / 8

Max Level: 8 AP Spent/Cap: 23 / 22

One-Two Punch ❑			
Navin flows his energy into his right arm for an explosion punch, then he twists and smoothly circulates it into his left arm, dealing an explosive punch with that arm too. It's a fairly intensive maneuver, though, given its speed.		Deals an attack dealing 1d4+STR+SYN damage, and an attack dealing 1/2(1d4+STR+SYN) damage. 5 turn cooldown.	
Level 2:	1d6+STR+SYN and 1/2(1d6+STR+SYN)	Level 8:	
Level 3:	to 2d6+STR+SYN and 1d6+STR+SYN	Level 9:	
Level 4:	Cooldown reduced to 4 turns.	Level 10:	
Level 5:	3d6+STR+SYN and 1/2(3d6+STR+SYN)	Level 11:	
Level 6:	4d6+STR+SYN damage and 1/2(3d8+STR+SYN)	Level 12:	
Level 7:	Cooldown reduced to 3 turns.	Level 13:	
Deals an attack dealing 3d8+STR+SYN damage and an attack dealing 1/2(3d8+STR+SYN) damage.			Level: 7
			Cooldown: 3
			Custom Cost:

Piercing Strike ❑			
A skill honed during the war against the heavily armored Kemenel in which Navin gained his fame, Navin channels an explosion through straight fingers, focused extremely effectively.		Deals 1d4+STR+SYN damage, bypasses damage resistance, 2 turns cooldown.	
Level 2:	Upgraded to 2d4+STR+SYN damage.	Level 8:	
Level 3:	Upgraded to 2d6+STR+SYN damage.	Level 9:	
Level 4:	Upgraded to 3d6+STR+SYN damage.	Level 10:	
Level 5:	Upgraded to 3d8+STR+SYN damage.	Level 11:	
Level 6:	Upgraded to 4d8+STR+SYN damage.	Level 12:	
Level 7:		Level 13:	
Deals 4d8+STR+SYN, bypasses damage resistance, 2 turn cooldown.			Level: 6
			Cooldown: 2
			Custom Cost:

Rocket Shove ❑			
Navin applies his power rather differently, boosting a push with an explosion in order to stun an opponent rather than focusing on harming them -- in fact, here, he often focuses on nonlethality.		Stuns an enemy for a turn. 3 turn cooldown.	
Level 2:	Cooldown reduced to 2 turns.	Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Stuns an enemy for a turn. 2 turn cooldown.			Level: 2
			Cooldown: 2
			Custom Cost:

Concussive Slap ❑			
Navin applies a slap to his target... it's just that this slap is prefaced with a concussive explosion, widely dispersed with his outstretched palm, JUST before it hits, dealing a concussion out to many foes (and something similar out to others).		Deals 1d4+STR+SYN damage, and applies the permanent "Concussed" status, which reduces the target's INIT by his SYN at time of attack. 1 turn cooldown.	
Level 2:	Damage increased to 2d4+STR+SYN damage.	Level 8:	
Level 3:	Damage increased to 2d6+STR+SYN damage.	Level 9:	
Level 4:	Damage increased to 2d8+STR+SYN damage.	Level 10:	
Level 5:	Damage increased to 3d8+STR+SYN damage.	Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Deals 3d8+STR+SYN damage and applies the permanent "Concussed" Status, which reduces the target's INIT by his SYN at time of attack. 1 turn cooldown.			Level: 5
			Cooldown: 1
			Custom Cost:

Detonating Throw ❑			
Navin goes for an attacking foe, and puts his Aikido training into active use, grabbing them and making an Aikido throw - except, well, he is also a man with explosion powers, so an explosion from the sides of his wrists allows him to throw with much more force.		Deals 1d4+STR+SYN damage and halves the opponent's damage on their next turn (not full round, turn). 1 turn cooldown.	
Level 2:	Upgraded to 2d4+STR+SYN damage.	Level 8:	
Level 3:	Upgraded to 2d6+STR+SYN damage.	Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Deals 1d4+STR+SYN damage and halves the opponent's damage on their next turn (not full round, turn). 1 turn cooldown.			Level: 3
			Cooldown: 1
			Custom Cost:

Action 6 ❑			
Description		Base Effect	
Level 2:		Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Final Effect			Level:
			Cooldown:
			Custom Cost:

Action 7 ❑			
Description		Base Effect	
Level 2:		Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Final Effect			Level:
			Cooldown:
			Custom Cost:

Action 8 ❑			
Description		Base Effect	
Level 2:		Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Final Effect			Level:
			Cooldown:
			Custom Cost:

Action 9 ❑			
Description		Base Effect	
Level 2:		Level 8:	

Action 10 ❑			
Description		Base Effect	
Level 2:		Level 8:	

Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Final Effect			
			Level:
			Cooldown:
			Custom Cost:

Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Final Effect			
			Level:
			Cooldown:
			Custom Cost:

Action 11			
Description		Base Effect	
Level 2:		Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Final Effect			
			Level:
			Cooldown:
			Custom Cost:

Action 12			
Description		Base Effect	
Level 2:		Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Final Effect			
			Level:
			Cooldown:
			Custom Cost:

Equipment & Trick

Primary Weapon			
weapons are for bitches		Base Effect	
Lvl 2		Lvl 8	
Lvl 3		Lvl 9	
Lvl 4		Lvl 10	
Lvl 5		Lvl 11	
Lvl 6		Lvl 12	
Lvl 7		Lvl 13	
Final Effect			
		Level:	1
		Weight:	0
		Hit Calculation:	DR/???
		Custom:	%DR/???

Knockout Punch (Trick)			
Navin isn't always trying to horribly murder his opponents with explosion punches; theoretically non-lethal force is his standard, though it hasn't seemed that way here. For this purpose, he uses a normal punch on his enemies.		1d4+STR damage, always nonlethal.	
Level 2:		Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
1d4 STR, always nonlethal.		Hit Calculation:	DR/???
		%DR/???	Level: 1
		Weight:	0
		Custom Cost:	

Kemenel Infantry Plates			
A set of a couple of plates looted from the armor of an alien Kemenel soldier during the Invasion. These dimpled plates, painted white, thick and straight-edged, are made of a plastic-like material that takes advantage of Kemenel hardening technology to be light and yet difficult to pierce or cut.		15% slashing and piercing resistance. 5 weight.	
Lvl 2:	% resistance	Lvl 8:	
Lvl 3:		Lvl 9:	
Lvl 4:		Lvl 10:	
Lvl 5:		Lvl 11:	
Lvl 6:		Lvl 12:	
Lvl 7:		Lvl 13:	
15% piercing and slashing resistance. 7 weight.			
		Level:	2
		Weight:	7
		Hit Calculation:	DR/???
		Custom:	%DR/???

Blast Propulsion (Trick)			
Navin is capable of using small explosions to somewhat clumsily propel himself faster through combat -- it will tend to bang him up a little, since he can't completely mitigate the recoil for obvious reasons, and it won't get him too fast lest he manage to knock himself out, but it does have the potential to be useful		Navin can sacrifice up to his CON in HP to raise his initiative by twice that much.	
Level 2:		Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
Navin can sacrifice up to his CON in HP to raise his initiative by twice that much.		Hit Calculation:	DR/???
		%DR/???	Level: 1
		Weight:	0
		Custom Cost:	

Mhasas Ribbon			
A red ribbon tied around Navin's wrist, produced by a rather more reputable source to Navin (specifically, his little sister). It seems to bring general good luck to him. The enchantment is... difficult to ascertain as divine or not, for those with sensitivity to that.		Automatically nullifies the first ailment the user is hit with, with a 2 turn cooldown (if the effect were somehow refreshed).	
Lvl 2:	ilments, but a	Lvl 8:	
Lvl 3:	own reduced	Lvl 9:	
Lvl 4:		Lvl 10:	
Lvl 5:		Lvl 11:	
Lvl 6:		Lvl 12:	
Lvl 7:		Lvl 13:	
Nullifies the first 2 ailment that the user is hit with, but has a 3 turn cooldown between each ailment nullified.			
		Level:	3
		Weight:	0
		Hit Calculation:	DR/???
		Custom:	%DR/???

Complex Equipment or Trick 3			
Description		Base Effect	
Level 2:		Level 8:	
Level 3:		Level 9:	
Level 4:		Level 10:	
Level 5:		Level 11:	
Level 6:		Level 12:	
Level 7:		Level 13:	
		Hit Calculation:	Level:

Bag of Sacred Sweets			
A small bag of hard candies that seem to automatically replenish. A purported Hindu holy man gifted these to Navin, stating that they were blessed by Ganesha, a Hindu god who among other things is a remover of obstacles. Navin's a devout Hindu, but he's a bit skeptical.		Once per plot this bauble can be used as a free action to cancel a stun effect in place on Navin.	
Lvl 2:		Lvl 8:	
Lvl 3:		Lvl 9:	
Final Effect			

Lvl 4:		Lvl 10:			
Lvl 5:		Lvl 11:		Level	1
Lvl 6:		Lvl 12:		Weight	0
Lvl 7:		Lvl 13:		Custom	
				Hit Calculation	
				DR/???	
				%DR/???	

Final Effect	DR/???	Weight:	0
	%DR/???	Custom Cost:	

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

Generic Items	

