

LIZ JOHNSON

PL 6



STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+3	+2
10	12	12	12	17	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+1*	+5	+5	+6

*Flat Footed

Skills: Bluff 4 (+6), Concentration 6 (+9), Diplomacy 4 (+6), Drive 2 (+3), Gather Information 4 (+6), Intimidate 4 (+6), Knowledge (history) 4 (+5), Knowledge (life sciences) 4 (+5), Medicine 6 (+9), Notice 6 (+9), Perform (acting) 4 (+6), Profession (nurse) 6 (+9), Search 4 (+5), Sense Motive 6 (+9)

Feats: Attack Specialization (mindblade) 2, Defensive Roll 3, Dodge Focus 2, Improved Critical (mindblade), Seize Initiative, Set-Up, Startle, Takedown Attack, Teamwork

Paranormal Powers

Mindblade 6: Liz has the power to manifest a "blade" of visible psychic energy that looks like a double-edged sword. Her mindblade isn't actually material; it passes harmlessly through physical objects and only affects thinking creatures (those with mental ability scores). Targets struck by it (requiring a normal melee attack roll from Liz) must make a Will save (DC 21), with the results read on the Toughness Saving Throw table (*M&M*, page 163).

The mindblade does non-lethal damage, although Liz *can* use extra effort to strike for lethal damage with it. She can also inflict lethal damage on a target rendered unconscious by her mindblade by continuing to attack them; essentially, she uses it to deliver a *coup de grace* against an unconscious target (see *M&M*, page 162).

Mind Shield 5: Liz automatically succeeds on Will saves against mental effects with a save DC modifier of +5 or less and gains a +5 bonus on Will saves against other mental effects.

Combat: Attack +2, +6 (mindblade), Grapple +2, Damage +0 (unarmed), +6 (mindblade), Defense +8 (+3 flat-footed), Knockback -1, Initiative +1

Abilities 17 + Skills 16 (64 ranks) + Feats 13 + Powers 17 + Combat 16 + Saves 11 = Total 90

DAMAGE TRACK

Bruised	Staggered	Unconscious
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
Injured	Disabled	Dying

BACKGROUND

Elizabeth Johnson loved fairy tales and fantasy stories as a child, although she rarely ever wanted to be the princess waiting for her brave knight to come and rescue her, she wanted to be the knight, putting enemies to flight with her flashing sword! Her childhood fantasies led Liz into a lifelong love of fantasy novels and, later, computer roleplaying games, and Renaissance and medieval re-enactments.

On the occasional weekend off from her day job as a nurse, Liz would attend a Ren Faire or a class on costuming, acting, or, her favorite, sword fighting. It was during a particularly vigorous performance that Liz first manifested what she now calls her "mindblade," a shimmering "sword" of energy that stuns anyone it strikes. She used it to fell her opponent after being disarmed to thunderous applause from the audience, who believed it was some kind of clever special effect and in-joke. Liz's fellow performers knew otherwise, however, and so did she.

Liz has been giving a lot of thought about what to do with her newfound gift. She has learned to control it, and to use the mindblade like an extension of her own body. Still, she's uncertain: should her extraordinary ability be nothing more than a sideshow attraction or should she apply it to become something akin to a real "knight" like her childhood dreams?

SEAN MACKLIN

PL 6



STR	DEX	CON	INT	WIS	CHA
+1	+0	+1	+1	+3	+2
12	11	12	12	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+3/+1*	+5	+4	+7

*Flat Footed

Skills: Climb 4 (+5), Concentration 6 (+9), Drive 2 (+2), Knowledge (art) 4 (+5), Knowledge (business) 4 (+5), Knowledge (current events) 4 (+5), Knowledge (popular culture) 5 (+6), Profession (chef) 8 (+11), Ride 4 (+4), Search 4 (+5), Sense Motive 3 (+6), Survival 4 (+7), Swim 4 (+5)

Feats: Attack Specialization (telekinesis) 2, Defensive Roll 2, Dodge Focus 3, Improved Block (telekinesis)

Paranormal Powers

Flight 4: By lifting himself telekinetically, Sean can fly through the air at a speed of 100 MPH. He can also carry his usual telekinetic capacity while flying.

Telekinesis 6: Sean is a telekinetic, able to move objects with his thoughts. He can lift any object in his line of sight, up to 1,600 pounds, about twice that much (enough to lift a car, for example) if he concentrates and takes a full round to use his power. (**Telekinesis 6** [Perception Range, Precise, Subtle]). In addition to just picking up and moving objects, he can do the following:

- He can grapple using his Telekinesis with an effective grapple bonus of +12.
- He can pick up and fling objects at people, making a normal ranged attack roll and doing +6 damage if an object hits. He can even throw large objects like area attacks (see *M&M*, page 159) for the same damage.
- If he's prepared, he can block melee attacks and thrown weapons coming at him (see the Block action, *M&M*, page 155) as a move action rather than a standard action (**Deflect 6** [Move Action]). He can't block things like bullets, because they move too fast for him to see.

Combat: Attack +2, +6 (telekinesis), Grapple +3 (unarmed), +12 (telekinesis), Damage +1 (unarmed), +6 (telekinetic projectiles), Defense +6 (+2 flatfooted), Knockback -1, Initiative +0

Abilities 17 + Skills 14 (56 ranks) + Feats 8 + Powers 29 + Combat 10 + Saves 12 = Total 90

DAMAGE TRACK

Bruised	Staggered	Unconscious
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
Injured	Disabled	Dying

BACKGROUND

When Sean Macklin once joked he could use an extra hand or two in the kitchen, he had no idea just how close to the truth he was. Cooking was always Sean's first love, and he went to culinary school to become a chef, spending summers and some weekends camping, mountain biking, and enjoying the outdoors. After he graduated, he worked a number of restaurant jobs, always with an eye towards eventually opening his own restaurant, once he'd managed to save up enough money and build-up the right credit and contacts in the business.

He thrived on the chaos of a bustling kitchen, but that didn't mean he could handle it all without help. One long and frustrating week of being especially shorthanded led to the incident where several kitchen utensils began moving of their own accord. When Sean noticed, he freaked out a bit and several things went flying. He went home early with a splitting headache, doing his best to pretend the whole thing never happened, but when he reached for things that night—a bottle of aspirin, a glass, and such—they came flying into his hands.

Sean's newfound telekinetic abilities were a wonder at first, and he has learned to control them, but he's still not quite sure what to do with them: although the idea of a "show" restaurant with a chef able to cook entire meals with his hands literally behind his back has crossed his mind more than once.