

Frank "Dr Gizmo" Precissi



Real Name: Frank Precissi | Team Name: Delta Alliance | Height: 6"
 Identity: Public ID | Gender: Male | Weight: 160
 Origin: Accident | Age: 29 | Hair: Brown
 Player: Frank Precissi | Size: Medium | Eyes: Hazel

Power Level: 10 | Power Points: 174
 Max Attack: 10 | Max Defense: 10
 Max Save DC: 10 | Max Toughness: 10

ABILITIES

	MODIFIER	TOTAL	BASE	ENHANC FN
STRENGTH	+0	10	10	0
DEXTERITY	+2	14	14	0
CONSTITUTION	+5	20	20	0
INTELLIGENCE	+7	24	24	0
WISDOM	+1	12	12	0
CHARISMA	+1	12	12	0

SAVING THROWS

	TOTAL	BASE	ABILITIES	MISC
TOUGHNESS	+5	+0	+5	+0
FORTITUDE	+12	+7	+5	+0
REFLEX	+9	+7	+2	+0
WILL	+10	+9	+1	+0

Knockback: 2 / Flat: 1

COMBAT

	BASE	MELEE	RANGED
ATTACK	+3	+3	+3

Unarmed +0 (Bruise)

	TOTAL	BASE	MISC MODIFIERS	SIZE MODIFIER
DEFENSE	+4/+2	+4	+0	+0

Uncanny Dodge

	TOTAL	DEX	POWER	FEAT
INITIATIVE	+10	+2	+0	+8

HERO POINTS: **5**

DRAWBACKS

HITS & CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INJURED	DISABLED	DYING
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ROLL	NORMAL	LETHAL
FAIL 4-	BRUISED	+ INJURED
FAIL 5+	STUNNED + BRUISED	+ INJURED
FAIL 10+	STAGGERED + STUNNED	+ DISABLED
FAIL 15+	UNCONSCIOUS	+ DYING

Abilities 32 + Skills 10 (40 ranks) + Feats 9 + Powers 86 + Combat 14 + Saves 23 - Drawbacks 0 = 174 / 174

SKILLS

Acrobatics*	(+2)
Bluff	(+1)
Climb	(+0)
Computers*	9 (+16)
Concentration	(+1)
Craft*	(+7)
	(+7)
	(+7)
	(+7)
	(+7)
Diplomacy	(+1)
Disable Device*	(+7)
Disguise	(+1)
Drive*	1 (+3)
Escape Artist	(+2)
Gather Info	(+1)
Handle Animal	(+1)
Intimidate	(+1)
Investigate*	(+7)
Knowledge*	(+7)
-Technology*	4 (+11)
-Life Sciences*	4 (+11)
-Physical Sciences*	4 (+11)
	(+7)
	(+7)
	(+7)
	(+7)

Language*
English

Medicine*	9 (+10)
Notice	(+1)
Perform*	(+1)
	(+1)
	(+1)
Pilot*	(+2)
PS: Pharmacist*	9 (+10)
Ride*	(+2)
Search	(+7)
Sense Motive	(+1)
Sleight of Hand*	(+2)
Stealth	(+2)
Survival	(+1)
Swim	(+0)

MOVEMENT

Base Move: 30 ft/60 ft/120 ft
Leaping: 10 ft/5 ft/0 ft

POWERS & EQUIPMENT

1 Immorality
10 Gadgets (50 point array)
1 Immutable
1 Immunity (Sleep)

FEATS

Eidetic Memory	Perfect recall of everything you've experienced
Evasion (2)	No damage from attacks allowing a Reflex save
Uncanny Dodge (1)	Retain your dodge bonus while flat-footed
Inventor	Can create temporary devices
Diehard	Automatically stabilize when dying
Fearless	Immunity to fear effects
Improved Initiative (2)	+8 bonus on initiative checks

LIFTING

Light: 33 lbs, Med: 66 lbs, Heavy: 100 lbs
Max: 200 lbs, Push: 500 lbs

FRANK "DR GIZMO" PRECISSI POWER LEVEL: 10 POWER POINTS: 174

CONDITIONS

Blinded: 50% miss chance, no dodge bonus, -2 DEF, -4 STR & DEX.
Bruised: -1 cumulative Toughness save against nonlethal damage.
Dazed: can take no actions, keeps dodge bonus.
Deafened: cannot hear, -4 Initiative.
Disabled: single action per round. Strenuous actions = dying.
Dying: Fort save DC 10 or die. +1 DC to save per hour.
Entangled: -2 Attack & Defense, -4 DEX, move half speed.
Exhausted: 1/2 speed, -6 STR & DEX, -3 Attack & Defense.
Fatigued: no run or charge, -2 STR & DEX, -1 Attack & Defense.
Grappled: can only make simple attack or break free of grapple.
Helpless: +4 to be hit in melee, 5 Defense.
Injured: -1 cumulative Toughness save against lethal damage.
Invisible: +2 Attack, 50% chance miss to be hit.
Nauseated: move actions only, Fort save DC 10+ power rank.
Paralyzed: 0 STR & DEX, 5 Defense, can take mental actions.
Pinned: held immobile in grapple, no dodge bonus, -4 Defense.
Prone: -4 Attack melee, -4 Defense melee, +4 Defense ranged.
Shaken: -2 to all saves and checks.
Sickened: -2 to all attack rolls and checks.
Slowed: one move or standard action per round. Move at half speed. -1 Attack, Defense, Reflex saves.
Staggered: one move or standard action per round.
Stunned: stunned for 1 round, lose dodge bonus, -2 Defense.
Unconscious: knocked out & helpless.

EXTRA EFFORT

Check Bonus: +2 STR bonus on a single check.
Increase Carry Capacity: +5 STR carry capacity for one round.
Increase Movement: double movement speed for one round.
Increase Power: +2 ranks to a power.
Gain Power Feat: add power feat until end of encounter.
Willpower: additional Will save with lasting effect.
Surge: gain additional standard or move action.

HERO POINTS

Improve Roll: re-roll an action. Minimum 10 + lowest roll.
Improve Defense: +5 Defense for one round.
Heroic Feat: add feat (no Fortune feats), 1 rank per hero point.
Dodge: double dodge bonus for one round.
Instant Counter: counter a power used against you.
Recover: shake off stunned or fatigue condition.
Escape Death: stabilizes dying condition.
Inspiration: hint, clue, or other help from GM.

GAME INFO

Player Frank Precissi
 Email corvus@vadept.com
 Campaign Delta Alliance
 GM Sky Martin

DELTA ALLIANCE

City Stockton
 Base Del Rio
 Members

TEAM NOTES

NPCS

TACTICS

PERSONAL DETAILS

Real Name Frank Precissi
 Nationality
 Ethnicity
 Occupation Pharmacist
 Origin Accident
 First Appearance
 Allegiance Person
 Motivation Thrills

APPEARANCE

Gender Male
 Age 29
 Height 6"
 Weight 160
 Hair Brown
 Eyes Hazel
 Absolutely awesome.

PERSONALITY

Crude and sometimes outright insulting, he can run his mouth like nobody's business.

BACKGROUND

Rank	Time	Value	Extended Range
1	3 seconds	1	10 ft
2	6 seconds	2	100 ft
3	1 minute	5	1,000 ft
4	5 minutes	10	1 mi
5	20 minutes	25	5 mi
6	1 hour	50	20 mi
7	5 hours	100	200 mi
8	1 day	250	2,000 mi
9	1 week	500	20,000 mi
10	1 month	1,000	200,000 mi
11	3 months	2,500	2 million mi
12	1 year	5,000	20 million mi
13	5 years	10,000	200 million mi
14	10 years	25,000	2 billion mi
15	50 years	50,000	Solar system
16	100 years	100,000	Nearby stars
17	500 years	250,000	Distant stars
18	1,000 years	500,000	Galaxy
19	5,000 years	1,000,000	Nearby galaxies
20	10,000 years	2,500,000	Universe

See Wiki

Last Updated 2009-02-22