

## Thich Nat Han

Unspent Experience Points: 13

### Characteristics:

Strength	13	12-	2 1/2 d6	lift/carry 151.6kg	END 1
Dexterity	25	14-	base CV 8		
Constitution	21	13-			
Body	13	12-			
Intelligence	15	12-	perception roll 12-		
Ego	23	14-	base ECV 8		
Presence	23	14-	base presence attack 4 1/2 db		
Comeliness	10	11-			
PD	10		rPD (combat luck) 15	total PD 25	
ED	10		rED (combat luck) 15	total ED 25	
Speed	5	Phases: - - 3 - 5 - - 8 - 10 - 12			
Recovery	10				
Endurance	68				
Stun	33				

### Senses & Perception:

Spatial Awareness: mystical awareness -- p163 -- targeting sense -- passive -- detects physical objects

### Levels, Modifiers, Others:

Overall +2

Combat +1

Defense Maneuver I -- No attacks considered from behind

### Combat:

OCV 8 (dex/3)	11 + OCV - 3d6 = DCV	attack will hit
DCV 8 (dex/3)	w/ levels 21 - 3d6 = DCV	
ECV 8 (ego/3)		

### Movement:

Leap 17/34 vertical leap 8 1/2 hex	END 2
Run 16/32	END 2
Swim 2/4	END 1

### **Fringe Benefits:**

Buddhist Monk  
International Police Powers  
Passport  
Membership in UNITY (benefit questionable)

Linguist:  
Tibetan - idiomatic  
Mandarin - completely fluent  
Cantonese - completely fluent  
English - completely fluent  
Burmese - completely fluent  
Sanskrit - completely fluent  
Vietnamese - completely fluent  
French - fluent conversation

### **Talents:**

Bump of Direction  
Combat Luck 15 rPD/rED  
Danger Sense 12-  
Eidetic Memory  
Light Sleep  
Simulate Death  
Speed Reading x10

### **Powers:**

Buddhist Magic 14-

### **Skills:**

Acrobatics	14-
Breakfall	14-
Climbing	14-

Concealment	12-
Contortionist	14-
Conversation	15-
Criminology	8-
Oratory	15-
Paramedics	12-
Persuasion	14-
Shadowing	12-
Sleight of Hand	14-
Stealth	14-
Survival	
Mountain	12-
Teamwork	14-
Transport Fam	8-
Grungier	

UNITY Agent 11-

### **Knowledge Skills:**

Buddhism	15-
International Law	11-
UNITY	11-
The U.N.	11-
Supervillians	11-
Wold Politics	11-

### **Powers:**

10 points Mental Defense - 15pts total

Multipower: Tibetan Buddhist Magic - 60pts active - cost 35pts, slots 4 pts each  
 -3/4 modifier: incantations, gestures with both hands  
 slots use 6 END each

- a. Strike Spell: 12d6 energy blast - KB 2d6/8d6 damage
- b. Spirit Strike Spell: 8d6 energy blast -- affects any desolid +1/2
- c. Thought Strike Spell: 6d6 ego attack -- human class minds
- d. Shift Place Spell: teleport 12 hex -- ranged +1/2 - usable as attack +1 -- not on self -1

- e. Reflection Spell: missile defection -- any ranged attack  
missile reflection -- full range +1
- f. Healing Spell: 6d6 healing body
- g. Understanding Spell: 8d6 telepathy -- empathy only, all emotions -1/2 -- invisible to mental sense +1/2
- h. Destruction of Dead Spell: 4d6 RKA vs vampires & undead only -1
- i. Burning Tanglement Spell: 3d6 entangle -- combined with 3d6 energy blast -- NND immunity to heat/fire +1
- j. Encasing Spell: 4d6 entangle -- backlash -- no teleport escape -- can be dispelled -- can not form barriers
- k. Spirit Encasing Spell: 4d6 entangle -- affects desolids -- can be dispelled -- can not form barriers
- l. Forceful Touch: 7d6 energy blast -- double kB -- no range (must touch target) -- X2 END
- m. Seeing Spirit Sights: 12d6 mental illusion
- n. Thunder & Lightning Strike: 10d6 flash vs sight/hearing
- o. No One Is Here: invisibility vs sight/hearing/smell -- no fringe -- usable on others
- p. Burst Strike: 6d6 EB -- area effect radius -- 3" radius

## **Equipment:**

High Range Radio

GPS System: Bump of Direction

Atomic Clock: Absolute Time Sense

Bifrost Link: Teleportation 1", Megascale (1"=10,000 km) -- Can Only Teleport to Yggdrasil -- Extra Time, Delayed Phase

Bifrost Link: Teleportation (Fixed Location: Yggdrasil)

Absolutely Secure Radio: Mind Link to LOKI, No LOS Needed, Sense Affected As Hearing -- Does Not Provide Mental Awareness -- Visible

## **Disadvantages:**

Dependence: must meditate every day or lose powers -- 30 active points from affected power

Distinctive Features: Buddhist Magical Aura -- not concealable, always noticed and causes major reaction, detectable on by unusual senses

Hunted: UNITY 8- (more powerful, NCI, capture)

Hunted: DEMON 11- (more powerful, harshly punish)

Hunted: Chinese Superteam, Metalstorm 8- (more powerful, NCI, limited)

geographical area, harshly punish)

Hunted: Tibetan Spirit-Monsters 8- (as powerful, PC has public ID/easy to locate, harshly punish)

Money: Poor (half pay to Monastery, half pay to charity, only carries small amounts to distribute to needy)

Physical Limitation: unfamiliar with modern technology

Psychological Limitation: selfless, will jump in front of danger to save others

Psychological Limitation: code against killing

Psychological Limitation: follows Buddhist teachings

Psychological Limitation: overly thoughtful, thinks when should be acting

Secret Disadvantage

Social Limitation: subject to orders, UNITY

Vulnerability: 1 1/2 x effect from sonic attacks

Quirks