

# Hardcase

AKA: Lucas Carlton

Campaign:

Genre:



## CHARACTERISTICS

Val	Char	Base	Cost	Roll
50	STR	10	40	19-
15	DEX	10	10	12-
23	CON	10	13	14-
10	INT	10	0	11-
13	EGO	10	3	12-
20	PRE	10	10	13-
5	OCV	3	10	
5	DCV	3	10	
3	OMCV	3	0	
5	DMCV	3	6	
25	PD	2	3	
25	ED	2	3	
4	SPD	2.0	20	
15	REC	4	11	
48	END	20	6	
20	BODY	10	10	
55	STUN	20	18	
12m	Run	12	0	
4m	Swim	4	0	
34m	Leap	4	0	
<b>Total</b>				<b>173</b>

### Summary

Lift: 25.6tons  
 Initiative: 15  
 Stun Threshold: 23  
 Perception Roll: 11-  
 PRE Attack: 4d6  
 STR Dmg: 10d6  
 STR END: 5

25 PD • 20 Res. PD  
 25 ED • 20 Res. ED  
 Phases: 3, 6, 9, 12

## CHARACTER IMAGE



## EXPERIENCE POINTS

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	300
Complication Points:	100
Characteristic Points:	173
Power Points:	100
Talent Points:	0
Martial Art Points:	0
Skill Points:	27
Perk Points:	0
<b>Total Points:</b>	<b>300</b>

## MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	34m [136m NC]
V. Leap	17m [68m NC]

## INFORMATION

**Eye Color:** Brown  
**Hair Color:** Brown

**Height:** 6' 6"  
**Weight:** 240 lbs

### Background

Lucas Carlton was born and raised in New York City's Harlem neighborhood. He spends his youth in a gang called the Rivals, committing petty crimes and dreaming of becoming a major New York racketeer. Eventually he realized how his actions are hurting his family and distanced himself from the gang and his friends, attempting to better himself as an adult by finding legitimate employment. However, his old gang was upset by what they saw as Lucas' betrayal, planted drugs in his apartment and tipped off the police. Lucas was arrested and sent to prison where contact with his family was sparse due to the resentment of his brother, who intercepted the letters to their father and eventually led them both to believe the other was dead. Consumed by rage, Lucas made several attempts to escape and was eventually transferred to Seagate Prison off the coast of Georgia. He became the favorite target of a racist corrections officer. A research scientist recruited Lucas as a volunteer for a cellular regeneration experiment based on an old super soldier serum in exchange for time taken off Lucas' sentence. The racist guard interfered in the experiment, resulting in the treatment surpassing the intended limits and inducing body-wide enhancements that give Lucas superhuman strength and durability. He used his new power to escape Seagate and try to start a new life.

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## COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

## ATTACK POWERS

Name	Effect	END
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## DEFENSE POWERS

Name	Effect	Defense	END
	PD	20	
	ED	20	
	Power Defense	10	0

## SENSORY POWERS

Name	Effect	END
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## COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	23	<b>STUN:</b>
Melee Damage	10d6	
Physical Defense	25	/55
Res. Phys. Defense	20	<b>END:</b>
Energy Defense	25	
Res. Energy Defense	20	/48
Mental Defense	0	<b>BODY:</b>
Power Defense	10	/20

## COMBAT VALUES

**OCV: 5**

**DCV: 5**

**OMCV: 3**

**DMCV: 5**

### Initiative and Action Phases

**DEX: 15**

**Action Phases: 3, 6, 9, 12**

## COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
<b>RMOD</b>	0	-2	-4	-6	-8	-10

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### POWERS

END	Description	Cost
	+20 PD, Hardened (+1/4), Resistant (+1/2) (35 Active Points)	35
	+20 ED, Hardened (+1/4), Resistant (+1/2) (35 Active Points)	35
2	Leaping +30m (34m forward, 17m upward) (x4 Noncombat)	20
0	Power Defense (10 points)	10
<b>Total Powers Cost</b>		<b>100</b>

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### SKILLS

Roll	Description	Cost
13-	Acting	3
13-	Charm	3
13-	Conversation	3
11-	Disguise	3
11-	Gambling	3
13-	High Society	3
13-	Oratory	3
13-	Persuasion	3
13-	Streetwise	3
<b>Total Skills Cost</b>		<b>27</b>

### COMPLICATIONS

Description	Points
Dependent NPC: Linda Warren (Girlfriend) Infrequently (Normal)	10
Enraged: Targetted by mental powers (Uncommon), go 11-, recover 14-	10
Hunted: Scientists Infrequently (Mo Pow; NCI; Watching)	10
Hunted: Local police Frequently (As Pow; NCI; Watching)	10
Psychological Complication: Overconfident (Very Common; Strong)	20
Psychological Complication: Impulsive (Common; Moderate)	10
Social Complication: Secret ID (Lucas Carlton) Frequently, Major	15
Susceptibility: Electrical Fields 2d6 damage per Turn (Uncommon)	15
<b>Total Complications Points</b>	<b>100</b>