

Name	Guy Othniel Tennant			Used	60PP	
	Age	20	Size mod	0	PP	60
	Height	5'9	Weight	178	PL	4
	ID	2455913			Hero Points	5
	Gender	Male	Hair	Black	Eyes	Grey

Ability	Score	Mod
Strength	12	+1
Dexterity	14	+2
Constitution	12	+1
Intelligence	12	+1
Wisdom	14	+2
Charisma	14	+2

Abilities Cost	18
Saves Cost	6
Combat Cost	6

Save	Total	Base	Ab.Mod	Misc.
Toughness	+3	2	+1	
Fortitude	+3	2	+1	
Reflex	+4	2	+2	
Will	+4	2	+2	

	Total	Def	Dodge	Size	Misc (Feats)
Defense	+2	1	1	0	
	Total	Base	Misc		
Initiative	+2	+2	0		
	base	melee	ranged		
Attack	1	1	1		

[illegible]

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Skills	Ability	Skill Mod	Ab. Mod	Rank	Misc
Acrobatics	Dex	+4	2	2	
Bluff	Cha	+7	2	3	2
Climb	Str	+1	1	0	
Computers	Int	+2	1	1	
Concentration	Wis	+3	2	1	
Craft	Int	+1	1	0	
Diplomacy	Cha	+5	2	3	
Disable Device	Int	+3	1	2	
Disguise	Cha	+4	2	2	
Drive	Dex	+3	2	1	
Escape Artist	Dex	+2	2	0	
Gather Info	Cha	+3	2	1	
Handle Animal	Cha	+2	2	0	
Intimidate	Cha	+7	2	3	2
Investigate	Int	+1	1	0	
Know:	Int	+1	1	0	
Know:	Int	+1	1	0	
Know: Arcane	Int	+4	1	3	
Know: Civics	Int	+2	1	1	
Know: Streetwise	Int	+3	1	2	
Language	-	+	0	0	
Medicine	Wis	+4	2	2	
Notice	Wis	+6	2	4	
Perform	Cha	+2	2	0	
Pilot	Dex	+2	2	0	
Power Use	Wis	+4	2	2	
Prof.: Courier	Wis	+4	2	2	
Ride	Dex	+2	2	0	
Search	Int	+3	1	2	
Sense Motive	Wis	+5	2	3	
Sleight of Hand	Dex	+7	2	5	
Stealth	Dex	+5	2	3	
Survival	Wis	+2	2	0	
Swim	Str	+1	1	0	
		+	0	0	
		+	0	0	
		+	0	0	
Total	Skill PP:	12	<i>Ranks</i>	48	

Powers and Abilities

Name	<u>Fae Traits</u>	Rank	1	
Action	-	Cost	8	13 per rank
Range	-	Duration	Permanent	Template

Description

Extras/Flaws

It's physiology. He and his family have strong fae blood in them. Tail(Ad. Limb)[1], Low Light[1], hearing (Ultra, extended accurate)[2], Scent[1], Leaping(x5)[2] Glamour (move action Morph r2)[1], Magic Awareness[1], Strike 1 (mighty) [2], protection [1], w.climbing [1]	Drawbacks: Noticeable senses and prot. [-3], Glamour and Magic sense disrupted by iron [-2], W.climbing limited, extended limited
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Power Feats

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Name	<u>Invisibility</u>	Rank	1	
Action	Move	Cost	2	3 per rank
Range	-	Duration	Sustained	

Description

Extras/Flaws

He can slowly fade out of sight.	Flaw: Move action -1 Drawbacks: Iron disrupts it, self only, no clothes. [2]
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Power Feats

Selective

Name: <u>Dimensional Pocket</u>	Rank	2	
Action	Standard/Free	Cost	3 1 per rank
Range	Touch	Duration	Instant/Lasting

Description

Extras/Flaws

The mists are a pocket dimension of some sort. It's weird in there. But whatever. He can store all sorts of stuff in there.	Flaws: Feedback Extra: Action free, limited moving in and out.
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Power Feats

progressionx1 (500lbs), precise

Name: <u>Super Movement</u>	Rank	1, 1	
Action	move	Cost	4
Range	-	Duration	Sustained flight: 1per / permeate: 2per

Description

Extras/Flaws

Flight, Permeate	Flight Flaw: limited ground speed
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Power Feats

flight: subtle

Powers and Abilities

Insubstantial

Name	Rank	2	
Move	Action	Cost	7 4 per rank
-	Range	Duration	Sustained

Description

Extras/Flaws

He can turn his body, all or parts of it, into a grey mist.	Drawback: full round to regain solid form when total, no clothes [-4]
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Power Feats

Selective, subtle

Elongation

Name	Rank	2
Action	Cost	1
Range	Duration	

Description

Extras/Flaws

His mist form can spread	Limited: Insubstantial
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Power Feats

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Well Hung

ell Hung	Name	Rank	2
-	Action	Cost	1
Area	Range	Duration	Permanent

Description

Extras/Flaws

He has an impressive member. Very. Enough so that it tends to distract those that see it DC14 will. Failure: -2 on opposed/related checks, Failure by 5: Fascinate	Flaws: One emotion, Sight dependent, Drop to Touch [-3] Extra: Explosion [+2] Power Loss: Clothed
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Power Feats

Charming: Cha to save

Magic

Name	Rank	1	
Full Round	Action	Cost	3 3 per rank
Variable	Range	Duration	Variable

Description

Extras/Flaws

Magic!	Imposed: Calls for Knowledge Check Flaw: -1 Action Full round
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Power Feats

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Write UP

Description

Depends on if it's his natural or glamour form. Natural form looks like an attractive black man. Just a hint of wildness and ruggedness to him. His hair is in large cane rows and cared locks. Which is easier to maintain since it's a magic/illusion/reality warp/whatevertheglamouris. His hair is flawless most of the time. His natural form on the hand is more beast like, having heavy feline traits from the fangs to the heavy nails, cheshire esque grin, faintly glowing eyes. Has fur too. Malk blood indeed.

Personality

Prankster. For the most part. He's grumpy when he wakes up thanks to the night terror thing he's been living with for who knows how long (you'd think he'd have gotten used to them by now, but... meh). Back to the prankster: he's a tease. A huge one. Nothing pleases him more than playing tricks on people and extracting favours from them. But then, he's fae. What more do you expect from him?

Drawbacks	Cost:	16
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Nightmares: It happens when he sleeps sometimes. More like the unease of something always lurks in the corner of his subconscious and comes up everything he goes to sleep. DC 10 will save each hour asleep and just falling asleep. Failed save by 5 means he wakes up. DC10 sustained emotion control stacking shaken. [-5]

Cold Iron Weakness: Instant DC15 fort damage on touch, further rolls per 10rounds. [-5]

Iron Sensitivity: -1 on checks at contact and per minute of contact. [-3]

Vulnerable: Audible Dazzle, sonics [-3]

Traits and Flaws

Rolls and Links

Bio and Notes

There is a part to the story that Guy and his sister don't know. Changelings don't just happen. And two changelings don't just meet. The Nevernever and the mortal world do not interact that commonly. It's a love story that they never told. Changelings. Mortals with fae blood, often bound in service to High Sidhe in one of the courts. As Aaron and Joan were. Both were nearing the end of their terms when they met and fell in love. The fae took pleasure in tormenting them, playing with the true love of the two mortals. Guy was conceived just before they were released from their bound. And he's a full changeling.

Guy's family are half blood fae. Changelings. At least, that's what he thinks. The sensitivity to iron is what really tips it off. All in all, it's left his family somewhat on the poor side. They've got awesome good looks, but that worked against them when they were already skirting the iron allergy thing which was very annoying (they wore lots of long sleeves and gloves) it was hard to hold down a decent job. Neither his mother or father had the regular papers of a natural citizen. He was raised pretty much on his own as his parents, though loving, were often busy trying to hold down the job they currently had.

And his powers were much more pronounced than their own. Or his sisters. He started showing them from when he was a child. His sister's didn't start until she was a teenager. At least he had the glamour to fit in some. (And his glamour was still a hunk, so that was still a challenge. The amount of times jealous boyfriends tied to get him...) So he spent a lot of time in the library or on the computer chasing down legends. Or snitching stuff. He was good at that. And it was practice for his powers. Win win.

Most of his time was in the streets when he wasn't in school or at home. He wasn't anything more than a pretty criminal (not even that, since he never got caught), and didn't take things of real value. Most of the time it was just moving them around anyway. Nothing malicious. Okay... there were the unaccounted for disappearance of snack stuff from the stores... and those unexplained missing library books... But still, those weren't malicious either. Only when he's hungry. Or peckish. Or thinks he might become hungry. And he does intend to return those books. Some day. Same for the ones he found in the Rare Books Store.

He got Elementary Magic in that store. And old worn copy that helped teach him the basics of magic. He still sucks at it. Aside from knowing how to work ritual spells, he hasn't learned anything like how to work real spells.