

Grimsta

Male; Age: 24; Height: 6' 1"; Weight: 180 lb.
 Eyes: Brown; Hair: None: Bald

Power Level 10, 150 PP; Abilities 62 + Powers 57 + Advantages 15 +
 Skills 16 (31 ranks) + Defenses 0

Abilities

Strength	4	Agility	3	Fighting	8	Awareness	2
Stamina	2	Dexterity	5	Intellect	3	Presence	4

Offense

Initiative: +3

<small>Attack Name</small>	<small>Attack Bonus & Resistance DC</small>	<small>Notes</small>
Energy Aura: Strength-based Damage 6	+11, DC 25	5ft., Crit 20

Throw +5, DC 19 Bludgeon, Crit 20

Unarmed +8, DC 19 Bludgeon, Crit 20

Powers

ü Grimsta's Field (49 PP)

ü Energy Aura: Strength-based Damage 6 (linked)
 DC 25; Reach (melee): 5 ft., Reaction 3: reaction (Reaction - Close, 5ft. - Instant)

ü Force Field: Protection 8 (linked)
 +8 Toughness; Impervious, Reaction: reaction, Sustained (Reaction - Personal - Sustained)

ü Regeneration: Regeneration 8 (8 PP)
 Every 1.25 rounds (Personal - Permanent)

Advantages

- Attractive 2** Circumstance bonus to interaction based on your looks.
- Benefit, Status 2: Celebrity** Gain a significant perquisite or fringe benefit.
- Benefit, Wealth 3 (millionaire)** Gain a significant perquisite or fringe benefit.
- Connected** Call in assistance or favors with a Persuasion check.
- Diehard** Automatically stabilize when dying.
- Grabbing Finesse** Substitute Dex for Str when making grab attacks.
- Great Endurance** +5 on checks involving endurance.
- Inspire 2** Spend a hero point to grant allies a +1 circumstance bonus per rank.
- Leadership** Spend a hero point to remove a condition from an ally.
- Startle** Use Intimidation to feint in combat.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.

Throwing Distance - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet



Defenses

Dodge 3

Parry 8

Fortitude 2

Toughness 10
Impervious: +8

Will 2

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Complications

Fame Grimsta is a superstar and has more than his share of adoring fans. His appearances are publically known and it's never hard to track down Grimsta as he makes appearances at shows, eats at upscale restaurants, or works on a movie set.

Flashbacks The tornado that destroyed his hometown and killed his family and friends still haunts him. It's not the sheer power of the storm that causes his flashbacks, but the fear that he'll be helpless to save innocent lives.

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	3	
Athletics	+8	4	4	
Close Combat: Energy Aura: Strength-based	+11	3	8	
Deception	+8	4	4	
Insight	+4	2	2	
Intimidation	+4	-	4	
Investigation	+5	2	3	
Perception	+6	4	2	
Persuasion	+10	6	4	
Sleight of Hand	-	-	5	
Stealth	+4	1	3	
Technology	+8	5	3	
Treatment	-	-	3	
Vehicles	-	-	5	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

Background Information

Languages: Native Language

Charles Michael Hope was born in Smithville, Mississippi and raised by his father after his mother left them. Charles was a naturally gifted athlete and active his entire life. That he could earn a free ride in university and even a possible career in sports never seemed in doubt. Charles's father was a pragmatist, however, and a successful construction contractor. He never wanted his son to rely on an athletic scholarship alone when any minor injury could sideline Charles's career, and the chance to hit the "Big Leagues" after university was a longshot. So he ensured Charles maintained a high GPA and helped him excel at mathematics, enough to earn him a scholarship in Engineering at the University of Alabama and a spot as Fullback for the Crimson Tide.

Charles's hard work and relatively charmed life took a hard turn in April of 2011, when four days of extreme tornado activity savaged Alabama, Tennessee, Georgia, Mississippi, and other nearby states. The so-called Super Outbreak killed 355 people over the course of four days, and at the height of the storm, Charles risked life and limb to reach his father when he could no longer reach him. Charles arrived in time to see an F5 Tornado wipe Smithville from the map, which then sent him and his car flying. That should have killed him, but the tornado became his trigger event.

Charles ended up miles from home, his car totaled while he remained relatively unscathed beneath a glowing forcefield and regenerative powers. He made his way back slowly across the damaged landscape, helping people when he could and saving several lives along the way. He also picked up a local camera crew who documented his walk and later turned it into a documentary called "The Grim Mile."

Smithville was gone, and Charles's father was among the victims, but the young man's powers and instant celebrity status changed his life. He made appearances and did the talk-show circuit, helping Smithville rebuild with the money he earned. He never hesitated to jump into a various situations to help people, and always managed to avoid being 'yesterday's news.' He was picked up by the Superior Talent Agency and achieved the dream so many metas struggled to make reality... using their powers to fight crime, waiting for the limelight and translating it into endorsement deals and a career in entertainment. What made Charles, or Grimsta as he came to be called, so successful was that he was an earnest young man and everything he did was because he genuinely liked helping people.

Grimsta is rarely a superhero these days. His focus is on acting and producing, though his father's influence remains a strong guiding factor. He regretted never finishing his education, and is considering going back into engineering. And he wonders if he shouldn't be fighting the good fight as a costumed hero, but for the moment, there always seems to be meetings, appearances, and work that gets in the way.