

## Riot Act

Male; Age: 27; Height: 5' 11"; Weight: 185 lb.

Eyes: Silver; Hair: Brown

Power Level 8, 120 PP; Abilities 42 + Powers 41 + Advantages 19 +

Skills 17 (33 ranks) + Defenses 1

## Abilities

Strength	5/2	Agility	1	Fighting	7	Awareness	3
Stamina	4/1	Dexterity	2	Intellect	2	Presence	3

## Offense

Initiative: +5

Attack Name

Attack Bonus & Resistance DC

Notes

Club ..... +7, DC 22 ..... Bludgeon, Crit 20

Heavy Pistol ..... +3, DC 19 ..... Ballistic, Crit 20

Throw ..... +2, DC 20 ..... Bludgeon, Crit 20

Unarmed ..... +11, DC 20 ..... Bludgeon, Crit 20

## Powers

Ü **Alternate Form (Solid)** (26 PP)

Activation: Move Action

Ü **Conductive: Immunity 5** (5 PP)

Damage Effect: Electricity (Personal - Permanent)

Ü **Enhanced Trait: Enhanced Trait 6** (6 PP)

Traits: Stamina +3 ( +4) (Free - Personal - Sustained)

Ü **Enhanced Trait: Enhanced Trait 6** (6 PP)

Traits: Strength +3 ( +5) (Free - Personal - Sustained)

Ü **Impervious Defense: Impervious Toughness 5** (5 PP)

(Free - Personal - Continuous)

Ü **Protection: Protection 5** (5 PP)

+5 Toughness (Personal - Permanent)

**Dazzle: Cumulative Burst Area Affliction 5** (15 PP)

1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Unaware, Resisted by: Fortitude, DC 15;

Burst Area: 30 feet radius sphere, DC 15, Cumulative, Increased Range: ranged; Limited: One

sense: Sight (Standard - Ranged, 125/250/500 ft. - Instant)

## Advantages

**Assessment** Use Insight to learn an opponent's combat capabilities.

**Benefit, Security Clearance: Police Officer** Gain a significant perquisite or fringe benefit.

**Chokehold** Suffocate an opponent you have successfully grabbed.

**Contacts** Make an initial Investigation check in one minute.

**Equipment 8** 5 points of equipment per rank.

**Improved Aim** Double circumstance bonuses for aiming.

**Improved Disarm** No penalty for the disarm action.

**Improved Initiative** +4 bonus to initiative checks per rank.

**Interpose** Take an attack meant for an ally.

**Languages 1** Speak and understand additional languages.

**Prone Fighting** No penalties for fighting while prone.

**Quick Draw** Draw a weapon as a free action.

## 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: 19 ft.; standing: 9.5 ft.; vertical: 3.8 ft.; standing vert.: 1.9 ft.

**Throwing Distance** - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

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## Defenses

Dodge 1

Parry 7

Fortitude 4

Toughness 9

Impervious: +5

Will 4

Hero Points: 1

## Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

## Fatigue

- Fatigued
- Exhausted



## Equipment

**Bulletproof Vest, Club, Commlink, Flash Goggles, Handcuffs, Heavy Pistol, Restraints, Stun Ammo, Stun Gun, Tear Gas Grenade**

## Complications

**Motivation: Doing Good** Repaying his mother and the officers who gave him a chance.

**Weakness** Vulnerable to Fire.

## Background Information

**Languages:** Native Language, Spanish

Andrew Rossi was a typical kid from the Jersey Shore, a bit of good and enough bad to make life interesting. He ran with a rough crowd, but it helped that beat cops like Officer Titus White watched out for Andrew, making sure he went to school more often than not and fishing him out from trouble before everything went south. He survived with a healthy respect for the boys in blue, and even though he made life hard for his single mother while growing up, he still made her proud when he graduated from New Jersey City University and enrolled with the NYPD. Andrew was deep into his six-month training at the New York Police Academy in College Point when the Spring Nor'easter of 2007 hit. As the storm parked off New York and blasted the region, Andrew watched that night as fallen electrical wires from high winds trapped a family inside their car. Without a second thought, he rushed to save them when one of the wires snapped in his direction. It should have killed him, but it was only when he grabbed it out of the air did he realize his body had turned into a chrome-like substance and that he wasn't hurt by the electricity. Andrew grabbed the remaining wires and held them as the family escaped, but he fled the scene before police or news crews arrived. He spent the day in hiding, trying to figure out his next steps and trying to revert back to human form. When the latter finally happened, he discovered his eyes would never be the same. They remained silver. It seemed like his Academy days were over. Shattered, he went to speak to his mother, and she convinced him to talk to his trainer. Fortunately, Andrew's Training Sergeant volunteered at the War College, and he put Andrew in contact with Tango, the meta in charge. Attending was a must for anyone working at the City, State, or Federal level, and upon completing his War College training, Andrew rejoined the Police Academy with reference letters from his instructors and his training sergeant, although he was pushed harder than ever to ensure his powers didn't give him an edge. This earned him advanced training and eventually a spot with the NYPD's Armored Mobile Police and its investigative branch, Amplitude Squad. Since then, the newly minted "Riot Act" has become the newest poster boy for the NYPD and the War College, which is trying to convince metas that the government doesn't have a "secret agenda." It's a hard sell, but Andrew loves being on the frontline, helping people and fighting rogue metahumans. He can be a little rough around the edges, but he has the respect of his peers.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	-	-	1	
<b>Athletics</b>	+9	4	5	
<b>Close Combat: Hand-to-Hand</b>	+11	4	7	
<b>Deception</b>	+3	-	3	
<b>Expertise: Police Officer</b>	+8	6	2	
<b>Insight</b>	+8	5	3	
<b>Intimidation</b>	+8	5	3	
<b>Investigation</b>	-	-	2	
<b>Perception</b>	+6	3	3	
<b>Persuasion</b>	+5	2	3	
<b>Ranged Combat: Firearms</b>	+3	1	2	
<b>Sleight of Hand</b>	-	-	2	
<b>Stealth</b>	+1	-	1	
<b>Technology</b>	+5	3	2	
<b>Treatment</b>	-	-	2	
<b>Vehicles</b>	-	-	2	

## Validation Report

**Validation Report (0 issues):** Nothing identified

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