

Deadlock

Name:

Actor: Ralph Moeller DOB: //1957

Character Type: Hero

Life Points: 89 Drama Points: 10

Attributes (20 + 5 from Drawbacks) = 25

Strength 9 (4 Levels Part of Robot Quality)
Dexterity 6 (1 Levels Part of Robot Quality)
Constitution 7 (2 Levels Part of Robot Quality)
Intelligence 3
Perception 3
Willpower 4

Qualities (20 + 5 from Drawbacks) = 25

Hard to Kill (5)
Natural Toughness (2)
Occult Library (Minimal) (1)
Resources (Wealthy) (2)
Robot (5)
Sorcery 2 (10)

Drawbacks (10)

Attractive -2 (2)
Adversary (Assorted) (4)
Covetous (Ambitious) (1)
Humorless (1)
Talentless (2)

Skills (20) = 20

Acrobatics: 2	Knowledge: 3
Art: 0	Kung Fu: 3
Computers: 0	Languages: 0
Crime: 0	Mr. Fix-It: 1
Doctor: 0	Notice: 0
Driving: 0	Occultism: 3
Getting Medieval: 5	Science: 3
Gun Fu: 0	Sports: 0
Influence: 0	Wild Card: 0

Maneuvers	**Bonus**	**Base Damage**	**Notes**
Big Ass Sword	11	50	Slash/stab; uses tw
(Decapitation)	6	50	x5 Damage
Dodge	11	None	Defense Action
Kick	8	20	Bash
Parry	11	None	Defense Action
Magic	8	Varies	By Spell
Punch	9	18	Bash
Stake	11	18	Slash/stab

(Through the Heart)	8	18	x5 vs. vamps
Thrown Stake	10	16	Slash/stab
(Through the Heart)	7	16	x5 vs. vamps
Sword	11	36	Slash/stab
(Decapitation)	6	36	x5 Damage
Telekinesis	5	*	Bash or slash/stab

* 2 x Success Level

Equipment

Weapons	**Base Damage**	**Notes**
Big Ass Sword	(Strength+1) x5	Slash/stab; uses two hands; see p118

Armour Type	**Armour Value**	**Notes**
Plate Armour	12 (6)	Second value is used against bullet attacks

Background on the Deadlock

One of seven arcane constructions created by extra dimensional demons to aid them in their war against demonic foes. Each one built and prepared to battle a hoard of demons.

Through the use of his sorcerous powers, occult technologies and exposure to chaotic magical energies his internal workings have been warped and changed, beyond the complicated engineering of the creators.

One of the Seven killed the enemy's leader just after the truce was declared. The creators decided that the Seven were too dangerous to keep, so tried to dispose of them. The one responsible for killing the enemy's leader was the first, but they failed and he was able to escape though it was badly damaged.

As the walls of reality crumbled and dimensions started to bleed into each other, the effect was immediately obvious to the magically inclined Deadlock who used this opportunity to step into this dimension on Tuesday the 22nd May 2001. Unfortunately for Deadlock the process of fighting his return to his home dimension required a great deal of control. The anchoring effect required him to tap power from the Hellmouth, but unfortunately the cost of using such primal essence without unleashing hell on Earth, meant that he had to sacrifice a great deal of his own power and essence. Now the barriers have risen again, he is trying to recover from being drained of his occult knowledge and mystically weakened.

Quote: “So won’t it be! Deadlock, Seventh Brahmin of Bedlam.” **Roleplaying Deadlock**

You are a construct created by demons with a knack for mystical robotic creation. Your primary purpose was to kill demons so it seems only logical to continue.

You always dark and brooding, even to the point of some people finding it rude and standoffish.

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