# Moon Knight



Name: Marc Spector

Actor: Ben Affleck DOB: 15/8/1972

Character Type: Champion

**Life Points: 65/65 Drama Points: 20**

**Attributes (25 + 2 from Drawbacks) = 27**

Strength 8/11 (3/6 Levels Part of Fist of Khonshu Quality)
Dexterity 5/7 (2/4 Levels Part of Fist of Khonshu Quality)
Constitution 5/7 (2/4 Levels Part of Fist of Khonshu Quality)
Intelligence 4
Perception 5
Willpower 3

**Qualities (25 + 10 from Drawbacks) = 35**

Attractive +1 (1)
Enchanted Item (Ankh) 2 (4)
Fast Reaction Time (2) (Part of Fist of Khonshu Quality)
Fist of Khonshu (15)
Hard to Kill 6 (5 Levels Part of Fist of Khonshu Quality) (5)
Nerves of Steel (3)
Resources () ()
Situational Awareness (2)

**Drawbacks (10) = 10**

Adversary (Demons) (5)
Honorable (Serious) (2)
Obligation (Total) (Part of Fist of Khonshu Quality) (3)

Physical Disability (Blind) (8)

**Skills (45) = 45**

| | |
|---|---|
| Acrobatics: 5 | Knowledge: 5 |
| Art: 0 | Kung Fu: 5 |
| Computers: 0 | Languages: 0 |
| Crime: 5 | Mr. Fix-It: 0 |
| Doctor: 0 | Notice: 5 |
| Driving: 0 | Occultism: 5 |
| Getting Medieval: 5 | Science: 4 |
| Gun Fu: 0 | Sports: 1 |
| Influence: 5 | Wild Card: 0 |

| **Maneuvers** | **Bonus** | **Base Damage** | **Notes** |
|---|---|---|---|
| Ankh | 10 / 12 | 16 / 22 | Bash |
| Catch Weapon | 5 / 7 | None | Ranged Defense Ac |
| Dodge | 10 / 12 | None | Defense Action |
| Grapple | 12 / 14 | None | Resisted by Dodge |
| Jump Kick | 7 / 9 | 27 / 36 | Bash |
| Kick | 9 / 11 | 18 / 24 | Bash |
| Parry | 10 / 12 | None | Defense Action |
| Parry Ranged | 8 / 10 | None | Defense Action |
| Punch | 10 / 12 | 16 / 22 | Bash |

| | | | |
|---|---|---|---|
| Spin Kick | 8 / 10 | 20 / 26 | Bash |
| Stake | 10 / 12 | 16 / 22 | Slash/stab |
| (Through the Heart) | 7 / 9 | 16 / 22 | x5 vs. vamps |
| Thrown Stake | 9 / 11 | 14 / 20 | Slash/stab |
| (Through the Heart) | 6 / 8 | 14 / 20 | x5 vs. vamps |
| Toss | 12 / 18 | 8 / 11 | Bash; must Grapple |

**Background on the Moon Knight**

Marc Spector was the son of a rabbi Elias Spector, a noted European Hebrew scholar who had fled to the United States to escape Nazi persecution. As Marc grew up, he rejected his father's way of life and began to pursue a very materialistic existence. He first became a liaison to the Central Intelligence Agency, and resigned a few years later to become a mercenary soldier. He fought in three African wars and five South American revolutions. It was in Africa that Spector met pilot Jean-Paul DuChamp, whom he nicknamed "Frenchie," a man who would become his most trusted aide and constant companion.

At the peak of his career as a soldier of fortune, Spector worked as second-in-command to Raold Bushman, a terrorist for hire who had his face tattooed as a death mask. While fighting rebel forces in Sudan, Spector learned that Bushman planned to loot a nearby archeological dig. Already aware that he was working on the wrong side, Spector decided to leave Bushman that night. However, Dr. Peter Alraune, an American archaeologist was trying to protect the dig's treasures from Bushman. He tried to stab him in the back, but Spector instinctively stopped him. Bushman murdered the archeologist. Sickened, Spector warned the archeologist's daughter Marlene to get to safety, and then challenged Bushman. Bushman bested Spector and left him in the desert to die.

Spector was carried to shelter by adherents of the ancient Egyptian religion, but it was apparently too late to save his life. For nearly a minute, Spector lay before the statue of Khonshu, the Egyptian god of the moon. Inexplicably, Spector's heart began beating again. In a delirium he attributed his revival to Khonshu and declared himself the moon's knight of vengeance. Draping himself in a white cloth, Spector destroyed Bushman's organization in that part of the world, and then took Frenchie and Marlene with him back to America.

After months of deliberation Spector decided to adopt the costumed identity of the Moon Knight in order to use his acquired wealth and resources to wage war against criminals and terrorists. Frenchie became Spector's pilot, confidant and special agent. Marlene became Spector's confidant and paramour.

Learning of the underworld connections of a group of businessmen called the Committee, Spector sent Frenchie to infiltrate the group. When the Committee became interested in using Jack Russell, the local werewolf, as an agent of terror, Frenchie recommended Spector for the job of capturing the beast. Frenchie provided the Committee with Spector's Moon Knight costume, pretending to have created the identity for the job. Spector as Moon Knight, found Russell and took him to the Committee, but then set him free, halting the Committee's operations.

Shortly thereafter, Spector adopted the identity of millionaire Steven Grant. He bought a mansion on Long Island for use as his base of operations in his war against crime. Seeking to travel incognito, Spector also adopted the identity of cab driver
Jake Lockley. As Lockley, he assembled a network of street informants and aides, including Bertram Crawley, and Ray and Rick Johnson.

The Moon Knight led a successful demon fighting career in the New York area, battling such things as a Morpheus Demon and a Spectre Demon. He also vanquished his old enemy Bushman in battle. However, the strain of maintaining four separate identities began to take its toll. Finally, at Marlene's behest, he retired all of his false identities so that he could concentrate on his true identity of Marc Spector. He legally transferred ownership of his mansion from Grant to Spector, and then became a world-traveling dealer of fine art. Symbols of his abandonment of his Moon Knight persona included his putting the statue of Khonshu, which he had acquired long ago, onto the auction block.

A few weeks later, Spector began having vivid dreams that Khonshu was summoning him. These proving to be irresistible, he boarded a flight to Egypt to investigate their significance. Three priests of Khonshu told him that being Moon Knight was his destiny. Not able to help himself, he donned the new Moon Knight costume they had for him and accepted their weapons. The priests, who claimed to be unable to leave the tomb, assigned him the task of returning the statue of Khonshu, which he had sold. In the process, he encountered his counterpart the champion of Anubis, the jackal-headed god, and defeated him. Since returning the statue to them, he has acted as the agent of the priests of Khonshu, traveling the world at their bidding to battle the forces of evil.

Quote: “That white light at the end of the tunnel? That's not heaven, that's the C train!”
**Roleplaying the Moon Knight**

Basically Marc Spector is a mentally disturbed man dealing with his problems through multiple personalities and superheroics. His guilt and disgust over his past life compel him to atone by acting as a hero. He reacts strongly when he confronts people from his past. While his associates find him difficult, he readily accepts orders from superiors.

On the nights of the full moon Marc Spector's physical power is increased.

**Background on the Ankh**

The Ankh increases its true owner's perception. The Ankh appears to be made from a golden metal, though is clearly not gold from the abuse it can take.

**Appearance:** The Ankh is an ancient Egyptian symbol of life, it appears to be made from a golden metal, though is clearly not gold from the abuse it can take.

**Power Level:** 2

**Effect:** The Ankh increases it's true owner's Perception by +3. The Ankh is a connection to Khonshu and also provides Psychic Visions, it is possible the item could cease to function if Khonshu became displeased. If the Ankh is used as a weapon it inflicts double the wielders Strength in damage.

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