Qualities



Moon Knight, The Fist of Khonshu

15-point Quality

Angel: It's all the same thing. You fight the good fight. Whichever way you can.

-1.9 Hero

The origins of The Fist of Khonshu are lost in the past and may be recovered with the help of an archeologist, who specializes in Egypt.

+3 to Strength, +2 to Dexterity and Constitution. These bonuses can raise the Moon Knight's Attributes above the human maximum of six. Also none of the Moon Knight's physical Attributes can be below four after bonuses are applied.

During the nights of the full moon the Moon Knight's power increases +6 to Strength, +4 to Dexterity and Constitution.

Fast Reaction Time, and three levels of Hard to Kill (and can buy additional levels on top of that). On the down side, they get an automatic Adversary (Demons & Vampires), worth three points. The Moon Knight's responsibilities count as a 3-point Obligation drawback.

+1 free level of Occultism and Kung Fu Skills (they must also spend at least one point apiece on those skills, for a minimum beginning level of two in each).

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