

A cool superhero who is stuck between two worlds. When The Naga appears, she is never fully in this world--she sees both the eternal palaces and endless streets of her long abandoned underworld home and the world of the mortals.

Situations

psych - I hate turning into the naga (15 points happens a lot irrational)

hunted - bird people (small group, superpowers, ruinous 25)

DNPC - the high priestess, mother figure (public id 10)

secret id - The Naga (15)

psych - what's good for humans isn't necessarily what's good for the cosmos (stated opinion, sometimes 5)

unluck - I'm caught between two worlds. The effects can be quite strange (10)

DNPC - my father the pirate (public id 10)

Characteristics

Strength: 5d6 conditional on growth (8 points)

Presence: 3d6

Body: 12 (20 points)

Speed: 6 conditional on growth (15 points)

Defense: 12 (2 points)

Dexterity: 13 (20 points)

Intelligence: 11

Ego: 11

Skills

Martial Attacks (10 points)

Martial Moves (10 points)

Detective Work (5 points)

Powers

Behold The Naga! (20 points + 10 points)

Growth 3

activation 14-

+

Instant change

Check out my tail... (10 points)

Extra limb

Do you not see the wall between us? The pillar? (15 points)

Force field

I ascend the stairs of the palace in the other realm... (25 points)

Surfaces, escher

VPP - *The blasphemous technology of the dead race of nagas is mine to command!* (20 pool, 10 control, 5 control skill)

cosmic rummaging 11-

ratio: $15 + 5 + 30 + 30 + 2 + 20 + 10 + 10 + 5 + 30 + 10 + 10 + 15 + 5 + 35 = 232 / 200 * 100 = 214.5$

THE GOBBOS

Refugees, the Gobbos have fought hard for scraps of security and stability in the Goblin Junkyard. With the vision of the young technological genius Jumbo Gobbo, and the indomitable scrappiness of Poppa Gobbo and Lola Gobbo, these little monsters took the armor of a paladin who'd been slain while raiding the Junkyard and turned it into a steam-powered, jury-rigged guardian. The Junkyard Paladin is a single hero, but it contains three generations of mischief and survival.

SITUATIONS

- It smells like goblins around here! - Unusual Looks 14- (15 pts)
- *What* did you say about my parents/sister/gobs-in-law? - Enrage (Likely, 11-) (15 pts)
- Psychological: Grieving our lost family (Sometimes, Irrational) (10 pts)
- Psychological: Poppa Gobbo's scared of new culture/lifeways (Happens a lot, Irrational) (20 pts).
- Psychological: Lola Gobbo's single and horny (Happens a lot, Irrational) (20 pts).
- Jumbo Gobbo (DNPC, Psychological: Doesn't know how to make friends [Happens a lot, Irrational]) (20 pts)

=100 pts

CHARACTERISTICS

- Strength 4d6 (10 pts)
- Presence 3d6 (5 pts)
- Defense 15, Resistant Defense 9 (50 pts)
- Body 15 (50 pts)
- Speed 3 (20 pts)
- Dexterity 11
- Intelligence 11
- Ego 11
- Recovery 15
- Stunned 15
- Knockout ____ / 30
- Endurance ____ / 45

=135 pts

SKILLS

Situational: +4 to Punch (20 pts)
Computer Programming (5 pts)
Security Systems (5 pts)

=30 pts

POWERS

- Multiform: Jury-Rigged Junkyard Automaton (40 pts)
 - Tricky: Ego-based, at first use in a situation (1/4)
 - Constrained: To full power (1/2)

=23 pts

SLOTS:

- **Routing steam power to the fists!** - Blast 5d6
 - High Impact (1/2)
 - Strike: Punch (Replaces Maneuver damage with Power damage) (1/4)
 - - (Constrained + Tricky) = 25 pts
- **Batten down the hatches!** - Life Support
 - Underwater or similar conditions, gases breathed or absorbed, radiation, vacuum/high pressure
 - - (Constrained + Tricky) = 14 pts
- **Brace for black powder thrusters!** - Flight
 - Flight: 10 hexes
 - - (Constrained + Tricky) = 11 pts
- **Eyes peeled, goggles on, everyone!** - Awareness
 - Awareness: Ignores Flash and Concealment; perceives abstraction: Malice.
 - - (Constrained + Tricky) = 11 pts

=5 pts

=3 pts

=2 pts

=2 pts

Slots Total = 12 pts

$$\text{Ratio} = (135+30+40+9+5+4+4) / 200 * 100 = 227 / 200 * 100 = \mathbf{114}$$