

Greg Davis

ex-Cop Light Projector

Real Name Greg Davis

Gender Male

Age 43

SIZE Medium

Height 5' 10"

Weight 180 lbs

Hair Brown

Eyes Blue



PL 6

PP 90

DEF 16 (Flat: 13)

STR	14	+2
DEX	14	+2
CON	14	+2
INT	12	+1
WIS	16	+3
CHA	14	+2

FORT	+2
REF	+2
WILL	+3
TOUGH	+6 (Flat: 4)
Undercover Shirt: 2	
Defensive Roll: 2	
Knockback: 3 / Flat: 1	

ATT M/R	+6	/	+6
Light Pistol +3 (Lethal)			
Unarmed (Punch) +2 (Bruise)			

INIT +2

HERO 1

DAMAGE	NORMAL	LETHAL
13 (Flat: 11)	BRUISED	+INJURED
17 (Flat: 15)	STUNNED + BRUISED	+INJURED
22 (Flat: 20)	STAGRD + STUNNED	+DISABLD
27 (Flat: 25)	UNCONSCIOUS	+DYING

HITS & CONDITIONS													
⌘ STAGGERED	⌘ DISABLED	⌘ DYING											
⌘ FATIGUED	⌘ EXHAUSTED	⌘ UNCONSCIOUS											
BRUISES	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
INJURIES	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

SAVE	NORMAL	LETHAL	SURGE
FAIL 4-	BRUISED	+INJURED	0
FAIL 5+	STUNNED + BRUISED	+INJURED	
FAIL 10+	STAGRD + STUNNED	+DISABLD	
FAIL 15+	UNCONSCIOUS	+DYING	

POWERS & EQUIPMENT

6 Array (Dynamic)(4 powers)(12 points)

6 Power Feats: Subtle, Precise

6 Blast

6 Create Object

6 Dazzle

6 Light Control

Equipment (10 Points)

Light Pistol

Handcuffs

Digital Camera

Cellphone

Notebook Computer

2 Undercover shirt (Protection)

Flashlight

GPS

DRAWBACKS/COMPLICATIONS

Accident

Romantic (Wife)

Responsibility (PRA)

FEATS

All-out Attack Reduce defense bonus to increase attack bonus

Benefit (PRA Agent) --Description Not Found

Defensive Attack Reduce attack bonus to increase defense bonus

Defensive Roll (2) +2 Toughness save bonus

Equipment (3) 15 points worth of equipment

Power Attack Reduce attack bonus to increase damage bonus

Precise Shot (1) No penalty for shooting or throwing into melee

Move-by Action Move both before and after a standard action

MOVEMENT

Base 30 / 60 / 120

Leap 12 / 6 / 3

LIFTING

Light: 58 lbs, Med: 116 lbs, Heavy: 175 lbs

Max: 350 lbs, Push: 875 lbs

SKILLS

Acrobatics*

Bluff (+2)

Climb (+2)

Computers* 2 (+3)

Concentration (+3)

Craft*

Diplomacy 2 (+4)

Disable Device*

Disguise (+2)

Drive* 4 (+6)

Escape Artist (+2)

Gather Info 4 (+6)

Handle Animal (+2)

Intimidate (+2)

Investigate* 4 (+5)

Knowledge*

Civics* 2 (+3)

Current Event* 2 (+3)

Streetwise* 4 (+5)

Medicine*

Notice 4 (+7)

Perform*

Pilot*

Government Agent* 2 (+5)

Ride*

Search 2 (+3)

Sense Motive 4 (+7)

Sleight of Hand*

Stealth 4 (+6)

Survival (+3)

Swim (+2)

Perform: Comedy (+1)

LANGUAGES

1

English.

Abilities 24 + Skills 10 (40 ranks) + Feats 11 + Powers 21 + Combat 24 + Saves 0 - Drawbacks 0 = 90 / 90

GREG DAVIS PL:6 PP:90

CONDITIONS	
BLINDED	50% MISS IN COMBAT, NO DODGE, -2 TO DEF, -4 STR & DEX
DAZED	CAN TAKE NO ACTIONS, KEEPS DODGE BONUS
DEAFENED	CANNOT HEAR, -4 INIT
DISABLED	SINGLE ACTION PER ROUND. STRENUOUS ACTIONS = DYING
DYING	FORT SAVE DC:10 OR DIE. +1 DC TO SAVE PER HOUR
ENTANGLED	-2 ATT & DEF, -4 DEX, MOVE 1/2 SPEED UNLESS ANCHORED
EXHAUSTED	1/2 SPEED, -6 STR & DEX, -3 ATT & DEF
FATIGUED	NO RUN OR CHARGE, -2 STR & DEX, -1 ATT & DEF
GRAPPLED	CAN ONLY MAKE SIMPLE ATTACK OR BREAK FREE OF GRAPPLE
HELPLESS	+4 TO BE HIT (MELEE), 5 DEFENSE
INJURED	EACH INJURY INCURS AN ADDITIONAL -1 TOUGHNESS SAVE
INVISIBLE	+2 TO HIT DEFENDERS 50% CHANCE MISS TO BE HIT
NAUSEATED	MOVE ACTIONS ONLY, FORT SAVE DC 10+, POWER RANK
PARALYZED	0 STR & DEX, 5 DEF, CAN TAKE MENTAL ACTIONS
PINNED	HELD IMMOBILE IN GRAPPLE, NO DODGE, -4 DEF
PRONE	-4 MELEE ATTACKS, +4 TO BE HIT (MELEE), -4 (RANGED)
SHAKEN	-2 TO ALL SAVES AND CHECKS
SICKENED	-2 TO ALL ATTACK ROLLS AND CHECKS
SLOWED	-1 ATTACKS, DEFENSE, REFLEX. MOVE AT HALF SPEED
STAGGERED	1 MOVE OR STANDARD ACTION PER ROUND
STUNNED	STUNNED FOR 1 ROUND, LOSE DODGE BONUS, +2 TO BE HIT
UNCONSCIOUS	KNOCKED OUT & HELPLESS
EXTRA EFFORT	
CHECK BONUS	+2 STR BONUS ON A SINGLE CHECK
INCREASE CARRY CAPACITY	+5 STR CARRY CAPACITY FOR ONE ROUND
INCREASE MOVE	DOUBLE MOVEMENT SPEED FOR ONE ROUND
INCREASE POWER	+2 RANKS TO A POWER
GAIN POWER FEAT	ADD POWER FEAT UNTIL END OF ENCOUNTER
WILLPOWER	ADD'T'L WILL SAVE WITH LASTING EFFECT
SURGE	GAIN ADDITIONAL STD OR MOVE ATTACK
HERO POINTS	
IMPROVE ROLL	REROLL AN ACTION. MIN 10+LOWEST ROLL
IMPROVE YOUR DEFENSE	+5 DEF FOR 1 ROUND
HEROIC FEAT	ADD FEAT (NO FORTUNE FEATS), 1 RANK PER HERO PT
DODGE	DOUBLE DODGE BONUS PER ROUND
INSTANT COUNTER	COUNTER A POWER USED AGAINST YOU
CANCEL FATIGUE	REDUCE FATIGUE BY 1 LEVEL
RECOVER	SHAKE OFF STUNNED OR FATIGUE
ESCAPE DEATH	STABILIZES DYING CONDITION
INSPIRATION	HINT, CLUE, OR OTHER HELP FROM GM

GAME INFO	
Player	
Campaign	Paragons: Origins
GM	Declan Feeney
Player email	

RANK	TIME	VALUE	EXTENDED RANGE
1	3 SECONDS	1	10 FT
2	6 SECONDS	2	100 FT
3	1 MINUTE	5	1,000 FT
4	5 MINUTES	10	1 MILE
5	20 MINUTES	25	5 MILES
6	1 HOUR	50	20 MILES
7	5 HOURS	100	200 MILES
8	1 DAY	250	2,000 MILES
9	1 WEEK	500	20,000 MILES
10	1 MONTH	1,000	200,000 MILES
11	3 MONTHS	2,500	2 MILLION MILES
12	1 YEAR	5,000	20 MILLION MILES
13	5 YEARS	10,000	200 MILLION MILES
14	10 YEARS	25,000	2 BILLION MILES
15	50 YEARS	50,000	ANYWHERE IN SOLAR SYSTEM
16	100 YEARS	100,000	NEARBY STAR SYSTEMS
17	500 YEARS	250,000	DISTANT STAR SYSTEMS
18	1,000 YEARS	500,000	ANYWHERE IN GALAXY
19	5,000 YEARS	1,000,000	NEARBY GALAXIES
20	10,000 YEARS	2,500,000	ANYWHERE IN UNIVERSE

Parhuman Regulatory Agency (PRA)	
CITY	Washington D.C.
BASE	The Shield Building
OTHER MEMBERS	
TEAM NOTES	

NPCS	
Joanne Davis [Family]	
Wife	

BATTLE TACTICS

BACKGROUND	
<i>real name</i>	Greg Davis
<i>origin</i>	Unknown
<i>allegiance</i>	Moral Philosophy
<i>occupation</i>	Government Agent
<i>1st appearance</i>	
<i>nationality</i>	American
<i>ethnicity</i>	Caucasian
<i>gender</i>	Male
<i>age</i>	43
<i>height</i>	5' 10"
<i>weight</i>	180 lbs
<i>hair</i>	Brown
<i>eyes</i>	Blue
<i>motivation</i>	Responsibility
PERSONALITY	
<p>Davis is an idealist, who's devoted to help people led him to join the Police Department. It was that same idealism that later destroyed his career, when he chose to testify in a corruption case. After his powers manifested, his law-abiding nature prevented him using them to break the law, either as a criminal or vigilante. However with the PRA looking the recruit paragons with a law enforcement background, Davis has seen an opportunity to use his power positively, without breaking the law, or inviting the distrust and suspicion of the public at large. His relationship with Joanne is strong, and he tries not to let the stresses of the job, and the unpredictable hours become a problem. As he likes to say: "I'm happily married, and intend to stay that way".</p>	
PHYSICAL APPEARANCE	
<p>Davis is a brown haired, blue eyed man in his mid-thirties. Although only average height, he has a muscular build that testifies to many years spent as an amateur boxer. Working undercover has taught him the value of dressing appropriately for any given situation, be it be formal or casual.</p>	
DETAILS	
<p><i>What motivates you? What are your ambitions?</i></p> <p><i>To discover the origin of paranormal powers ("So I get all these groovy new abilities - there's got to be a catch somewhere!")</i></p> <p><i>How would you describe your Powers?</i></p> <p>Greg has complete control the electromagnetic spectrum from the infrared to ultraviolet ranges. He can light large areas at will, produce laser beams (lethal), photon blasts (non-lethal), blinding flashes, and hard-light constructs of incredible detail and precision. Davis can fine tune the frequency, and thus the colour of the light created. He prefers to use blasts beyond the visible spectrum, in an effort to disguise the origin and nature of the attack. These blasts are emitted from his hands, although given the obvious mental nature of his powers, this is more from habit and convenience, and could probably be overcome with sufficient training.</p>	

Greg Davis grew up in a deprived area of New York, the son of an alcoholic mother and an absent father. Left the run wild, he had several run-ins with the authorities, until a social worker encouraged him to join a local boxing club, as a way of working off his pent-up aggression. Possessing an athletic build, and enjoying the physical exercise and discipline, he became a keen amateur boxer. The transformation was dramatic - he knuckled out at school and eventually won a college scholarship.

On leaving college Greg joined the NYPD, after a few years pounding the beat, he transferred to plain-clothes, working in Missing Persons and then Vice. Whilst on the PD he met and married Joanne Richardson; a civilian administrator. Davis eventually rose the rank of Sergeant, but burnt his career testifying in a corruption case. Ostracized by his colleagues and overlooked for promotion, he finally quit and began operating as a private investigator to make ends meet.

His new occupation wasn't the howling success he'd hoped for, the seediness of the obligatory divorce cases and long hours of surveillance they entailed began to wear him down. It was during one such surveillance that he experienced a period of "missing time". His memory of the event is worryingly vague - just blinding lights and silhouettes.

At first everything seemed fine, but as time went by he found that darkened rooms would suddenly become light enough to see, well-lit areas would dim, hiding him in shadow when tailing a subject, bright flashes of light would appear at times of intense stress. He finally realised that he was responsible for these effects, and through trial and error, slowly began to master his light control powers.

Unsure just what to do with his newfound abilities he decided kept them secret, confiding only in Joanne (given the nature of his powers, she could hardly fail to notice when they broke out). It was only when the PRA began to recruit paragons with experience in government agencies, that he saw a way of turning his powers his advantage, and so drag his life back out the gutter.