

PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY™

CAL-BALT

ISSUE #6



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CAL-BALT



CHARACTER PROFILE

REAL NAME: EXTERNAL CALCULATOR
HEIGHT: 3'8" (6'5" IN SUIT)
WEIGHT: 68 POUNDS (480 POUNDS IN SUIT)

CHARACTERISTICS

STAT	VALUE	POINTS	ROLL
STR	5	-5	10-
DEX	10	0	11-
CON	5	-5	10-
INT	25	15	14-
EGO	20	10	13-
PRE	20	10	13-
OCV	3	0	
DCV	3	0	
OMCV	3	0	
DMCV	3	0	
SPD	5	30	
PD	2	0	
ED	2	0	
REC	10	6	
END	70	10	
BODY	10	0	
STUN	30	5	

POINTS 76

POWERS

TEMPORAL POWERS

- 118 DUPLICATE SELF 4 DUPLICATES, 442 BASE POINTS
- 10 MIND LINK, 4 MINDS, ONLY WITH THE DUPLICATES (-1)
- 60 TIME CONTROL (MULTIPOWER) ALL FIXED SLOTS 60 POINTS
- 6 TIMETRAVEL EXTRA-DIMENSIONAL TRAVEL, TIME ONLY, +/- 50K YEARS, SAME PHYSICAL LOCATION 12 END
- 3 TIME GATE EXTRA-DIMENSIONAL TRAVEL, GATE (-1/2) USABLE ON OTHERS, CONTINUOUS; REQUIRES CONCENTRATION TO REMAIN OPEN (1/2 DCV) (-1/2), TO MOVE IN TIME ONLY +/- 50K YEARS 12 END (PER PHASE)
- 4 TELEPORTATION 16M, X2 MASS, NON-COMBAT MEGASCALE 6 KILOMETERS 8 END
- 20 PRECOGNITION CLAIRSENTIENCE, VISION SIGHT GROUP, PRECOGNITION ONLY (-1) 4 END
- CHRONO DEFENSE ARMOR FANTASTIC POWER ARMOR SUIT UNIFIED POWERS (-1/4), OIF (-1/2)
- 48 30 RPD, 30 RED RESISTANT DEFENSE 90 ACTIVE

POWERS (CONTINUED)

- 26 15M FLIGHT NON COMBAT 1M=1KM 0 END (+1/2) 45 ACTIVE
- 10 LIFE SUPPORT: SELF-CONTAINED BREATHING, LOW-PRESSURE/VACUUM, HIGH PRESSURE, HIGH RADIATION, INTENSE COLD, INTENSE HEAT 19 ACTIVE
- 23 + 40 STR (6,400 PDS) 8 END 40 ACTIVE
- 24 606 BLAST (ENERGY PROJECTORS) 0 END (+1/2) 45 ACTIVE
- 24 206 HKA (SOLID ENERGY WRIST BLADES) 0 END (+1/2) 45 ACTIVE

POINTS 376

SKILLS

- 3 ANALYZE 14-
- 11 COMPUTER PROGRAMMING 18-
- 3 DEDUCTION 14-
- 11 ELECTRONICS 18-
- 3 INVENTOR 14-
- 3 MECHANICS 14-
- 3 SECURITY SYSTEMS 14-
- 3 SYSTEMS OPERATIONS 14-
- 3 KS: ACADEMIA 14-
- 3 KS: TEMPORAL SCIENCES 14-
- 21 +7 OVERALL CSL (CHRONO DEFENSE SUIT)
- 3 KS: CHRONOTECHNOLOGY 14-
- 3 KS: ROBOTICS 14-
- 3 CHRONOSKILLS 14- (POWER)
- 1 VEHICLE OPERATIONS (CHRONO TRAVEL DEVICES)

POINTS 108

COMPLICATIONS

- 30 HUNTED BY THE ENTROPIC HAND, MORE POWERFUL, NCI, VERY FREQUENTLY
- 15 PSYCHOLOGICAL LIMITATION: MUST PROTECT THE TIMELINE, UNCOMMON, TOTAL
- 20 PSYCHOLOGICAL LIMITATION: PROTECT INNOCENT LIVES, COMMON, STRONG

TOTALS

CHARACTERISTICS	76
POWERS	376
SKILLS	108
TOTAL COST	560

BACK STORY

CAL-BALT THE INVINCIBLE WAS BORN IN THE LATE 32ND CENTURY WHEN THE VERY FABRIC OF REALITY WAS BEING TORN ASUNDER BY ODD QUANTUM STORMS. HE GREW UP KNOWING THAT THE UNIVERSE WOULD END BEFORE HE REACHED HIS 50TH BIRTHDAY. BORN IN A BROKEN BODY BUT POSSESSING A VAST INTELLECT, CAL-BALT WAS THE FINEST MIND OF HIS CENTURY.

CAL-BALT'S INCREDIBLE INTELLIGENCE MORE THAN MADE UP FOR HIS PHYSICAL WEAKNESS. BY HIS FIFTEENTH BIRTHDAY, HE WORKED AS A RESEARCHER IN THE FIELD OF TEMPORAL MECHANICS. BY HIS TWENTIETH, HE HAD BECOME THE TOP EXPERT IN THE FIELD. HIS INCREDIBLE ADVANCES MADE IT POSSIBLE FOR HUMANITY TO SURVIVE AT THE QUANTUM STORMS EDGE. BUT SURVIVAL WASN'T ENOUGH. CAL-BALT WAS OBSESSED WITH STOPPING THE STORMS FROM EVER FORMING. IT WAS HIS FRANTIC SEARCH THAT UNLOCKED HIS STRANGE TEMPORAL POWERS. SUCH POWERS HAD BEEN OUTLAWED LONG AGO DUE TO THE DAMAGE THEY WROUGHT TO THE TIMELINE. DESPITE THIS, CAL-BALT VOWED TO USE THEM TO SAVE THE UNIVERSE.

CAL-BALT FASHIONED A FANTASTIC SUIT OF ARMOR THAT WOULD PROTECT HIM FROM THE RIGORS OF TEMPORAL TRAVEL AND BEGAN EXPLORING THE TIME-STREAM. IT WAS SHORTLY INTO HIS ADVENTURES THAT HE DISCOVERED THE ARCHITECT OF THE QUANTUM STORMS, A NIGH-OMNIPOTENT, KNOWN AS THE ENTROPIC HAND. CAL-BALT LEARNED THAT THE ENTROPIC HAND WAS THE PSYCHIC CONGLOMERATION OF SCORES OF MIGHTY TIME-TRAVELERS LIKE HIMSELF. HE QUICKLY DEDUCED THAT BY DESTROYING THE FIRST BEING IN THE ENTROPIC HAND'S PSYCHIC-WEB HE COULD PREVENT IT FROM EVER COMING TO POWER.

TODAY CAL-BALT SCOURS THE TIMELINES SEEKING OUT OTHER TIME TRAVELERS AND DIMENSION-HOPPERS. HE IS OBSESSED WITH DISCOVERING THE IDENTITY OF THE ENTROPIC HAND'S ALPHA CONSCIOUSNESS SO HE CAN END THEIR THREAT TO THE UNIVERSE. HE USES A UNIQUE DEVICE TO SCAN THE TEMPORAL-IMPRINT, A 'FINGERPRINT' EACH PERSON LEAVES ON THE TIMELINE TO SEARCH FOR THE ALPHA CONSCIOUSNESS. WITH THE DESTRUCTION OF EVERY INDIVIDUAL ONLY THEN WILL THE UNIVERSE BE SAFE?

TACTICS

CAL-BALT DOESN'T HAVE TIME FOR NICETIES. HE WILL APPROACH A TARGET AND DEMAND THEY SUBJECT THEMSELVES TO SCANNING BY HIS TEMPORAL IMPRINT MACHINE. THOSE THAT REFUSE OR ATTACK HIM ARE DESTROYED WITH IMPUNITY. THOSE WHO ALLOW HIM TO SCAN THEM AND PASS THE TEST ARE LEFT UNHARMED.

IN BATTLE, CAL-BALT THE INVINCIBLE WILL DO WHATEVER IT TAKES TO DEFEAT HIS FOES BUT WILL NEVER HARM AN INNOCENT. HE HAS EVEN BEEN KNOWN TO USE HIS TIME TRAVEL ABILITIES TO SAVE LIVES FROM TIME TO TIME. HE USES HIS DUPLICATION

PLOT HOOKS

"ARE YOU THE ONE?"

CAL-BALT'S TEMPORAL IMPRINT MACHINE HAS STOPPED WORKING IN THE PRESENCE OF ONE OF THE HEROES. HE IS CONFUSED ABOUT HOW TO PROCEED AS THIS HAS NEVER HAPPENED BEFORE. CAL-BALT WILL DO EVERYTHING HE CAN TO AID THE HERO UNTIL HE CAN FIX THE MACHINE, SOMETHING THAT COULD TAKE MONTHS. ONCE THE HERO IS SCANNED CAL-BALT WILL RETURN TO HIS USUAL WAYS.

"I NEED YOUR HELP!"

CAL-BALT HAS DISCOVERED THAT THE ENTROPIC-HAND IS WIPING OUT HIS ANCESTORS. HE KNOWS HOW TO SLOW THE HAND'S PROGRESS TEMPORARILY BUT WILL NEED THE GROUP TO SAVE HIS PROGENITORS.

END

NOTES

Peter Saga
PRESENTS:

INSTANT ENEMY!



CAL-BALT