

PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY™

THE JESTER

ISSUE #9



 **HERO**
SYSTEM
SIXTH EDITION

PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY™

THE JESTER

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The Jester

Real Name: Silas Hauer

Height: 5'10" (1.778 m)

Weight: 185 lbs. (83.91 kg)



Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 HTH Damage [3]
20	DEX	20	13-	
30	CON	20	15-	
10	INT	0	11-	PER Roll 13-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
4	DMCV	3		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	13		Total: 27 PD (12 rPD)
12	ED	13		Total: 27 ED (12 rED)
10	REC	6		
55	END	7		
15	BODY	5		
50	STUN	15		Total Characteristic Cost: 222

Movement: Running: 24m Leaping: 20m Swimming: 8m

Cost	Powers
30	<i>Apex Vehicular Weapon System:</i> Multi-Power, 60-point reserve, all slots OAF (-1)
3f	1) <i>Standard Beam:</i> Blast 12d6; OAF (-1), END 6
3f	2) <i>Narrow Beam:</i> Blast 9d6, Armor Piercing (+¼); OAF (-1), END 6
3f	3) <i>Pulsed Beam:</i> Blast 8d6, Autofire (5 shots; +½); OAF (-1), END 6
3f	4) <i>Overcharged Beam:</i> Blast 8d6, Double Knock Back (+½); OAF (-1), END 6
3f	5) <i>Stun Beam:</i> Blast 8d6, Attack Versus Alternate Defense (defense is Power Defense; All Or Nothing; +½); OAF (-1), END 6
3f	6) <i>Wide-Angle Beam:</i> Blast 8d6, Area Of Effect (8m Radius; +½); OAF (-1), END 6
29	<i>Apex Vehicle Weapon System Power Supply:</i> Endurance Reserve (124 END, 21 REC) OAF (-1)
16	<i>Energy Grenades:</i> Blast 6d6, Area Of Effect (16m Radius; +¾); 4 Charges (-1), OAF (-1), Range Based On Strength (-¼), [4]
11	<i>Combat Knife:</i> HKA 1d6 (3d6 w/STR), Reduced Endurance (0 END; +½); OAF (-1), Real Weapon (-¼) plus Range Based On STR (+¼) for up to 15 Active Points of HKA; 1 Recoverable Charge (-1 ¼), OAF (-1), Lockout (cannot use HKA at all until Charge is recovered; -½), [1 rc]
24	<i>Desert Eagle:</i> RKA 2d6+1, +1 Increased STUN Multiplier (+¼); OAF (-1), Real Weapon (-¼), 8 clips of 9 Charges (+¼) plus +1 OCV; OAF (-1), Real Weapon (-¼), [9]
24	<i>Experimental Body Armor:</i> Resistant Protection (12 PD/12 ED); OIF (-½)
8	<i>Powerful Leaper:</i> Leaping +16m (20m forward, 10m upward), END 1
12	<i>Swift Of Foot:</i> Running +12m (24m total), END 1
2	<i>Good Swimmer:</i> Swimming +4m (8m total), END 1
6	<i>Observant:</i> +2 PER with all Sense Groups

Mixed Martial Arts:				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Choke	-2	+0	Grab One Limb; 2d6 NND
4	Disarm	-1	+1	Disarm; 40 STR to Disarm
4	Escape	+0	+0	45 STR vs. Grabs
3	Hold	-1	-1	Grab Two Limbs, 40 STR for holding on
5	Kick	-2	+1	10d6 Strike
4	Knifehand Strike	-2	+0	HKA 2 ½d6
4	Low Kick/Knee Strike/Punch	+0	+2	8d6 Strike
3	Throw	+0	+1	6d6 +v/10, Target Falls
8	Weapon Element: Blades, Chain & Rope Weapons, Clubs, Fist-Loads, Karate Weapons, Ninja Weapons, Polearms and Spears, Staffs			

Skills

20	+2 with All Attacks
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
3	Demolitions 11-
2	KS: The Military/Mercenary/Terrorist World 11-
3	Language: English (Danish native) (completely fluent)
3	Mechanics 11-
2	Navigation (Land) 11-
3	Paramedics 11-
2	PS: Soldier 11-
3	Shadowing 11-
3	Stealth 13-
3	Streetwise 13-
3	Survival 11-
3	Tactics 11-
3	Tracking 11-
4	TF: Common Motorized Ground Vehicles, Agricultural & Construction Vehicles, Wheeled Military Vehicles
13	WF: Common Martial Arts Melee Weapons, Common Melee Weapons, Common Missile Weapons, Small Arms, Garrote, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons, Staffs

Total Powers & Skill Cost: 305

Total Cost: 527

400+ Matching Complications (75)

5	Distinctive Features: Always Speaks In The Third Person (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
25	Hunted: CIA and Raven 9 Frequently (Mo Pow; NCI; Harshly Punish)
10	Psychological Complication: Anarchist/Nihilist Attitude And Beliefs (Common; Moderate)
15	Psychological Complication: Black/Ribald Sense Of Humor (often cracks jokes at inappropriate times or subjects) (Very Common; Moderate)
10	Psychological Complication: Code Versus Killing (tries his best to leave his targets alive) (Common; Moderate)
15	Social Complication: Secret Identity Frequently, Major

Total Complications Points: 75

Experience Points: 127

Back Story

Silas Hauer was conscripted into the Royal Danish Army on his eighteenth birthday. Immediately the young man knew he had found his calling. His teen years of delinquency and petty crimes throughout Copenhagen were quickly replaced by the rigors of military life. Though he chafed under the strict rules of service, he excelled at nearly every martial task. He volunteered for combat service attached to the American Military expedition and found allies who appreciated his "enthusiasm."

It was during this detached service that Silas garnered the attention of the CIA-sponsored Tactical response team "Raven 8". Though all military personnel recruited to the program had tremendous service records, they all shared a certain moral flexibility. A select few of the combat team were eventually chosen to undergo an experimental super soldier enhancement. Silas and his compatriots were used to interdicting super-normal threats across the globe. They faced magic infused warriors from the Cult of the Emerald One, Cybernetic warriors from Arclight Manufacturing, even the Monstrosities from Lemuria.

Far too quickly the Raven 8 Combat Team discovered that their enhancement came with a firm price. Overwhelming neurosis soon crippled many of the veterans. The stress of their occupation brought out depression, anxiety, obsessive behavior, hypochondria, impulse control disorder, hysteria, and a great variety of phobias. Though Silas seemed to be in control, he was used more sparingly by his American commanders and only against threats where extreme prejudice was called for.

Dispatched to Central Africa with a support team, Silas was charged with eliminating the threat of Mzimu, "The Ghost Who Takes." After a series of running battles, Silas began to question the terrorist acts The Ghost was accused of. The damage was minimal and always seemed to benefit the indigenous people. The locals refused to turn against the figure who was quickly becoming a folk hero. Unfortunately, a final encounter between the two ended with Mzimu's death and the revelation that this threat to American interests was a 15-year-old boy.

The celebratory attitude of the support team was cut short when Silas suddenly turned on them. His attack was brutal and efficient leaving little doubt that his loyalties no longer were with Raven 8, The CIA, or the American Government. He was seen walking into the wilderness laughing at some unheard joke. Though he inflicted horrific damage on the team, he stopped short of killing any of them. Whatever hurts the enhancement program inflicted upon his psyche had taken hold.

Shortly after that munitions stores of Raven 8 were attacked and looted. Arclight Manufacturing had an entire testing facility in Johannesburg burned to the ground and a series of Apex Weaponry stolen. While a CIA-backed arms dealer was conducting business in Cairo, Silas suddenly revealed himself. Dressed in a strange combination of battle fatigues, experimental armor, and a Scaramouche, the Jester bested the security force with ease. He left the meeting in ruins, but not before helping himself to the illegal energy weapons and conflict diamonds being used to purchase them. From that point on Silas Hauer only referred to himself as the Jester (and always in the third person). Though Silas had cut short the goals of The Ghost Who Takes, The Jester has decided to carry on the mission as he sees it. Violent, and sometimes brutal, The Jester was scrupulous in not taking another life. The psychological issues that still linger from his enhancement have resulted in a variety of stress-induced behaviors. The most obvious are the ribald and often inappropriate sense of humor. The excesses of America and her small commercial interests are his targets. The Jester made himself available to criminal organizations and supervillains; any group or scheme that could hurt his chosen enemy.

Tactics

A criminal background, advanced martial training, and physical enhancement have resulted in a fearsome adversary. He has embraced an anarchist and nihilist attitude that colors much of his interactions. Though a seasoned tactical fighter, he has recently become more flippant in his actions. The Jester usually engages an opponent with appropriate levels of force. He enjoys mocking his foes, drawing out a fight if he feels comfortable; ending it as quickly as possible if threatened. The Apex Weapon system he appropriated from Arclight Manufacturing was designed as a vehicle mounted armament. His enhanced physique allows him to use the weapon system with minimal challenge.

Plot Hooks

"RAVEN 9"

The interdiction teams of the American government have continued to evolve. The Jester, however, has a different idea. Prison transports for the new super law enforcement group are a favored target of The Jester. After one of these attacks, the local supers can expect the recently freed criminals to be assisting The Jester in an attack on the Government or perhaps the Supers themselves.

"STAND WITH THE FIRST NATIONS"

The oil company's overreach has offended The Jester. The attacks and harassment of the people of the First Nation are being answered with vigilante justice. The Jester has firebombed offices, dismantled heavy equipment, and thwarted the private security hired by the "oil barons." Supers have been drafted to do what they can to stop the attacks. Defeating The Jester will ensure the continued marginalization of the First Nations and despoiling of their lands. Maybe not the fight the Supers were looking for?

"YOU CAN'T CATCH ME"

The Cyber-Knights of Arclight have found The Jester and are seeking to claim the bounty posted by their superiors. The battle between The Jester and the mercenary group has spilled out into the city and has caused undo problems across the city. The Supers have to move quickly to stop the maniac and the mercenaries pursuing him.

