

Skill Check for Using Powers = d20 + skill rank + ability modifier + miscellaneous modifiers vs. Difficulty class + power rank

DRAWBACKS

TIMED

Most often used in conjunction with the Normal Identity drawback, Timed is a power drawback that only allows the power to operate for a limited amount of time, after which it typically requires a period of downtime before it may be used again. The operational time chosen for the drawback must be less than the power's or identity's usual duration. To determine this drawback's intensity, use the following table to calculate a total by adding the modifier listed for the power's operational duration with its downtime duration.

A power that can be turned off early while reducing its downtime by the same ratio applies a -3 modifier. For example, a power with an operational duration of 20 minutes and downtime duration of 1 hour would only be inaccessible for 15 minutes (three-quarters of the latter) if the power was active for 5 minutes (three-quarters of the former.)

A total value of -3 to 0 indicates a minor drawback, 1 to 7 a moderate drawback and 8 or higher is a major drawback. A value of -4 or less is a complication and not a drawback.

This drawback's value cannot be lower than +0, no matter what options are selected.

DURATION	OPERATIONAL	DOWNTIME
3 seconds (1 action)	+10	-10
6 seconds (1 round)	+8	-7
1 minute (10 rounds)	+6	-3
5 minutes	+3	+0
20 minutes	+1	+1
1 hour	+0	+3
5 hours	-3	+6
1 day	-7	+8
1 week or longer	-10	+10

Avatar				PL 10	
STR	DEX	CON	INT	WIS	CHA
+2	+1	+3	+0	+2	+2
14	12	16	10	14	15

TOUGH	Skills: Bluff 4 (+6), Concentration 8 (+10), Craft (select one) 6 (+6), Diplomacy 6 (+8), Intimidate 8 (+10), Knowledge (select one, typically related to patron Force) 8 (+8), Notice 8 (+10), Profession (select one) 6 (+8), Search 6 (+6), Sense Motive 4 (+6)
+3/+10	
FORT	
+8	
REF	Feats: Beginner's Luck, Diehard, Eidetic Memory, Endurance, Fascinate (select one) 5, Favored Opponent (avatars of opposing Force) 4, Improved Initiative, Inspire 5, Luck 3, Startle
+6	
WILL	
+4	Powers: Core Power (Select one of the listed core powers, as befitting the avatar's patron Force; 20 PP), Immunity 9 (Life support), Protection 7 (Magic), Regeneration 8 (Con checks +2, recovery rate 4 [6 sec.], ability damage 2 [hour]; <i>Power Feats:</i> Persistent, Regrowth; <i>Flaws:</i> Does not work against polar opposite Force), Secondary Power (Select one of the listed secondary powers, as befitting the avatar's patron Force; 10 PP), Super-Senses 8 (Detect patron Force [free action, ranged]; Detect polar opposite Force [free action, ranged]; Normal sight, smell and hearing are extended; Awareness [patron Force])
	Combat: Attack +5, Damage +2 (unarmed), Defense +6, Initiative +5
	Drawbacks: Noticeable (reads as Force type; uncommon, moderate; -2 PP), Vulnerable (polar opposite Force; uncommon, moderate; -2 PP)
	Abilities 21 + Skills 16 (64 ranks) + Feats 23 + Powers 60 + Combat 22 + Saves 12 - Drawbacks 4 = 150

CONCEPT

The avatar is the mortal manifestation of a mystical, supernatural or preternatural Force. An avatar is no mere servant to this Force, but more of an extension to work her benefactor's will (so far as some such things may be said to have a will), much as a hand serves the mind—remaining apart yet joined at the same time. Common Forces that use avatars include gods and primal aspects of the cosmos (an element, life, time, death, magic itself, etc.) Some of these Forces may further be broken down, such as time having separate avatars for the past, present or future, while others lose the strength of their meaning if they are diluted beyond their base meaning.

Whether or not the avatar is aware of their powers' source is key to the character's understanding of themselves and their role in the game. Even those who know where their powers come from may not subscribe to the ideals they are meant to embody—a dedicated and empathetic surgeon who realizes he was born to be an avatar of death, for example, would make for an interesting, conflicted character. Regardless, the avatar feels a greater awareness tingling at the edges of their own consciousness, creating a definite sense they are but a small part of something much bigger than they alone could ever be.

ORIGINS

There are a number of ways an avatar may gain her abilities. She can be born with them as part of a legacy, or perhaps they are passed on to her by a mentor or loved one who has secretly been preparing her to be their successor. Some avatars are also created entirely to serve and are not true mortals at all. Such beings may be given false memories to make them believe they are a normal person charged with a great responsibility, or the avatar can be fully aware she is a living construct meant to embody the Force she serves.

At her core, an avatar is a tool of her benefactor, but just how many similar instruments may be in play at any one time will vary. Deities will rarely field more than one avatar (because it taxes their strengths or maybe they simply desire to keep their servants few so they are easier to keep tabs on), while primal Forces almost certainly possess deep reservoirs of energy that allow them to create more than one at a time. For the most part, how many avatars any given Force may simultaneously have active depends almost entirely on the Gamemaster's wishes and the core concept around which the avatar is built.

POWERS

An avatar's powers will vary widely but will be intrinsically tied to her benefactor's nature. Avatars of death, for instance, may wield abilities that allow them control over the dead while avatars of a god would possess powers that are shadows of that which are the deity's command. As an extension of what their benefactor embodies, avatars should also possess senses related to their benefactor. A death avatar can sense when someone is about to die whereas Thor's avatar will possess great strength and control lightning.

Normal Identity, Timed, Vulnerable and Weakness are all common drawbacks for avatars. Normal Identity suits an avatar that is only able to access her powers by transforming into a new mortal shell and is a perfect fit for Timed, indicating an inability to tap her Force for too long. Both Vulnerable and Weakness will almost certainly represent things that affect the avatar because they are the polar opposite of her Force—Heal may actually cause damage to a death avatar, for instance.

Noticeable is also pretty much required; the avatar is not just given a portion of a Force's power—she *is* a portion of that power. She radiates energy that makes her detectable as an aspect of her related Force rather than as someone who merely wields it. For example, an avatar of magic would read as magic to someone able to detect the arcane rather than as someone who *uses* magic.

CORE POWER EXAMPLES (ALL ARE MAGIC; 20 PP)

Avatar of Death: Strike 10 (Death touch; Death Force; *Extras*: Alternate Save [Fortitude], Poison; *Flaws*: Only versus organics)

Avatar of Life: Healing 9 (Healing touch; *Power Feats*: Affects Insubstantial, Persistent; *Extras*: Action [standard action]; *Flaws*: Does not work on self)

Avatar of Magic: Magic 8 (Spellcraft; choose five power feats)

Avatar of Space: Spatial Control 9 (Fold space; *Power Feats*: Alternate Powers—Elongation, Speed)

Avatar of Time: Paralyze 10 (Slow time bubble; *Extras*: Burst [50 ft.]; *Flaws*: Slow)

Avatar of Thor: Blast 10 (Lightning strike; *Extras*: Line, Contagious; *Flaws*: Not against grounded or non-conductive, Only works outside)

SECONDARY POWER EXAMPLES (ALL ARE MAGIC; 10 PP)

Any Avatar: Enhanced Ability 10 (Select one or more ability that most suits the avatar's Force and divide this power amongst them)

Avatar of Death: Paralyze 3 (Rigor mortis touch; Death Force; *Power Feats*: Innate; *Extras*: Alternate Save [Fortitude])

Avatar of Life: Mental Blast* 2 (Joy of life; Life Force; *Power Feats*: Alternate Power—Dazzle* [visual], Drain [Wisdom]; *Extras*: Burst [10 ft.]; *Flaws*: Nonlethal Damage Only, Affects Sentient Creatures Only) *Dynamic

Avatar of Magic: Nullify 10 (All magical powers at once; *Flaws*: Touch)

Avatar of Space: Deflect 5 (All ranged)

Avatar of Thor: Dazzle 10 (Thunder punch; auditory; *Extras*: Explosion; *Flaws*: Only On Successful Punch)

Avatar of Time: Super-Movement 10 (Slow Fall; Temporal Movement [any time, *Power Feats*: Progression—5 tons])

IMPROVEMENT

Because an avatar's powers are almost entirely defined by an external concept—the Force to which they are bound—the directions her powers may expand in are limited. While further exploring new facets of the benefactor

is typical, improving the character's core abilities as a way of representing their strengthening ties to their Force is far more common. Choosing new powers will likely seem to spread the avatar's powers comparatively thin, a result that is contrary to the Force selecting the individual to be their representative. Devotion to the core concept without sacrificing functionality is important if the character is to remain useful as an avatar.

VARIATIONS

The following are some possible variations of the avatar archetype.

AVATAR OF BALANCE

Instead of being an avatar of a single Force, the character represents the balance between two polar extremes. For example, she could be an avatar of the universal necessity to strike a balance between life and death or matter and anti-matter. An avatar of balance does not work when applied to a far more specific Force, such as that of a deity, because the Force is too narrow to allow variance. What would the balance be between, say Loki and Thor? Most likely another god (if anything), which would mean the character isn't really an avatar of balance but merely the avatar of a god that represents the gray area between two (or more) opposed deities.

Avatars of balance must have powers drawn from the opposing Forces and, to truly represent such a balance, they should be purchased on a 1-for-1 basis (or, if you want to be a real stickler, split the points allotted between the two evenly.) Carrying the concept of balance even further, the avatar's powers should be paired to have an opposite. For instance, an avatar of balance between life and death could heal with her right hand while dealing death with the left. Favoring one Force over the other, either in terms of the amount of powers or their strengths, runs contrary to being an avatar of balance, a concept that must be foremost in your mind in all regards concerning the character concept and implementation.

POLYTHEISM

Rather than acting as avatar for just one god, the character represents an entire pantheon. Such a character concept requires a reason why all the deities would band together and create a mortal representation of their united power. Perhaps they are of a faith lost to time and myth and now seek to gather followers in the modern age, or maybe belief in the pantheon never left entirely, but their followers face such peril as to require the creation of an avatar that represents them as a united power.

Polytheistic avatars should spread their representative abilities across the pantheon as much as possible. This will be difficult for beginning characters with comparatively

few points if the pantheon is especially large, but further improvement down the road will allow new abilities to be added, allowing the player to explain away these additions as the avatar coming into her own. Each god of the pantheon should be represented by at least one ability before the character manifests more than one power of the same god. If the avatar does not represent all the gods, then she isn't truly polytheistic and will likely come to resemble the avatar of the player's favored deity(s) rather than remaining true to the character's concept.

LOST IDENTITY

Not all avatars truly combine the world of mortal man and the raw power of a cosmic Force. Indeed, some mortals merely act as shells within which the avatar's power hides until such time as it is needed. Such a character is two beings sharing a single form, with one playing the role of (unwitting?) host and the other acting as the servant of something far greater than mortal man.

Both the Normal Identity and Separate Personality drawbacks are a necessity to this avatar variation. It is also entirely likely the mortal host isn't even aware of what's going on—she may believe herself subject to unexplained physiological or psychological periods of blacking out, or may even believe herself to be outright insane! Such characters certainly offer plenty of role-playing opportunities that go beyond the scope of a typical superhero.

"Don't fear your end, for Life is not yet done with you."

