

# RIDDICK

**Identity:** Richard B. Riddick  
**Group Affiliation:** None (Wanted Criminal)/Leader of the Necromongers (at the end of The Chronicles of Reddick)  
**Base of Operations:** Mobile  
**Side:** Good  
**Sex:** Male  
**Height:** 6'  
**Hair:** None  
**Eyes:** Shining  
**Level:** 15th  
**Experience:** 119,000  
**Training:** +1 Damage with HTH Combat



## Powers:

- 1. Heightened Endurance A + 16**
- 2. Heightened Defense (Combat Training):** -4 to be hit.
- 3. Heightened Senses (Eyeshine):** Riddick's eyes have been surgically enhanced to work in low light situations (he can see in the dark without any penalty). His light sensitive eyes give him a x2 modifier to his Detect Hidden and Danger rolls.
- 4. Heightened Strength A +12**
- 5. Natural Weaponry (Combat Training):** +15 Init., +3 to Hit, +6 Dam. with unarmed and knife fighting.
- 6. Willpower:** Type A.
- 7. Weakness (Physical Handicap):** His eyes are extremely sensitive to bright lights (-4 penalty on all actions while blinded by the light). He wears a pair of welding goggles to protect his eyes.
- 8. Weakness (Prejudice):** Riddick isn't known for his warm personality.

**Weight:** 220 lbs.  
**Strength:** 24  
**Agility:** 18  
**Charisma:** 29  
**Hit Mod. (2.0) (3.8) (1.9) (1.2) = 17.328**  
**Damage Mod.:** +3  
**Accuracy:** +3  
**Carrying Capacity:** 1862 lbs.  
**Movement Rates:** 73" ground.  
**Def. Hidden:** 12% (24%)  
**Inventing Points:** 20.7  
**To Hit (HTH Combat):** +11

**Basic Hits:** 5  
**Endurance:** 31  
**Intelligence:** 16  
**Reactions from: Good:** -5    **Evil:** -5  
**Hit Points:** 87  
**Healing Rate:** 4.5  
**Power:** 89  
**Basic HTH Damage:** 1d10  
  
**Def. Danger:** 16% (32%)  
**Inventing (48%):**  
**Damage (HTH Combat):** 1d10 + 13

**Agility Mod:** Nil

**Knowledge Areas:** Company Ranger (Sweeper), Crime, Pilot & Streetwise

**Origin and Background:** (Furyan) Riddick is a Furyan and one of the last of his kind. He was trained as a Company ranger, who became jaded with the system and was sentenced to prison (Deep Storage) by the Company. He has escaped and is now a wanted fugitive, hunted by bounty hunters.

**Training Bonuses:** (2) +1 Agility, (3) +1 Accuracy with HTH Combat, (4) +1 Damage with HTH Combat, (5) +1 Intelligence, (6) +1 Accuracy with HTH Combat, (7) +1 Damage with HTH Combat, (8) +1 Agility, (9) +1 Accuracy with HTH Combat, (10) +1 Damage with HTH Combat, (11) +1 Intelligence, (12) +1 Accuracy with Sonic Abilities, (13) +1 Damage with HTH Combat, (14) +1 Agility, (15) +1 Accuracy with HTH Combat.

**Legal Status:** Riddick is wanted for the kidnapping and murders of three Mercenary Guild members.

**Other:** 2 Knives (HTH Combat): +1 to Hit, +1D4 Damage.