SHILLELAGH

Identity: Alexander "Alex" Murphy

Side: Good Sex: Male Experience: 6,214 Level: 3

Age: 27 Training: +1 Endurance

Powers:

1. Heightened Agility A: +11

2. Heightened Defense: Martial training. -4 to be hit.

3. Heightened Endurance A: +8

4. Speed Bonus: +60" to ground movement.

5. Willpower: Type B. +1 to hit and +2 damage with shillelagh club.

Weakness – Phobia: *Arachnophobia* (fear of spiders). A single spider makes Alex uncomfortable. Multiple spiders can cause him much distress. He must make an Intelligence saving throw (on d20) per turn or else suffer -2 to all attacks and damage rolls. These penalties continue until he can either make his saving throw or he leaves the area with the spiders.

Height: 6'
Weight: 188 lbs
Basic Hits: 4
Agility Mod.: –
Strength: 15
Endurance: 22
Agility: 27
Intelligence: 12

Charisma: 15 Reactions from Good: +2 Evil: -2

Hit Mod. (1.4) (2.6) (2.8) (1.1) = 11.2112 Hit Points: 45

Damage Mod.: +3 Healing Rate: 2.4

Accuracy: +5 Power: 76

Carrying Capacity: 524 lbs. Basic HTH Damage: 1d6

Movement Rates: 124" ground.

Detect Hidden: 10% (12%)* **Detect Danger:** 14% (16%)*

Inventing Points: 3.6 Inventing (36%): Earnings: \$1300 per annum Savings: \$236

To Hit (Unarmed HTH): +5 Damage (Unarmed HTH): 1d6 + 3

To Hit (Shillelagh Club HTH): +6 Damage (Shillelagh Club HTH): 1d6 + 1d4 + 5

To Hit (Police Baton HTH): +7 Damage (Police Baton HTH): 1d6 +1d4 + 3

To Hit (.38 Revolver HTH): +8 Damage (.38 Revolver HTH): 1d8 + 3

Knowledge Areas: Law Enforcement & Sports (Track and Field)

Origin and Background: (American) Alexander Murphy was born and raised in New Augustus City. Even at a young age he showed a talent for athletics. Feats of speed and agility all came natural to Alex. He used to show off to his brothers by walking on his hands. He used to run circles around his brothers to avoid being caught.

When Alex was six, he was playing around an abandoned building near his home. He was playing on an outdoor wooden floor not aware of an abandoned well under him. The old, rotting wood gave way and Alex fell into the well. He landed amongst thick webbing from the spider colony numbering in the thousands. Luckily for Alex, he was seen falling into the well, so he was quickly rescued but the damage had been done mentally. He was traumatized for life with an acute case of Arachnophobia.

His father was a cop, as was his father before him. It wasn't a surprise when Alex joined the New Augustus Police

Department (NAPD) in 1930 CE. He was a rookie (of two years on the force) when his father was gunned down by a henchmen working for the O'Donnell gang. The henchman was arrested but was later released.

Once Alex saw the amount of corruption that was present within the NAPD, he knew he had to find justice another way. He took inspiration from his grandfather's old shillelagh (an old heirloom from the old country) and became the mystery man known as Shillelagh.

Motivation: Justice. Tired of apathy and corruption, Alex became Shillelagh to make a difference.

Training Bonuses: (2) +1 Strength, (3) +1 Agility.

Equipment: As Shillelagh, his shillelagh club (+2 to hit, HTH + 1d4 + 1 damage, 13" range). As Patrolman Murphy, his police baton (+2 to hit, HTH + 1d4 damage) and a .38 revolver (+3 to hit, 1d8 damage, 78" range).

* House Rule: The Detect Hidden and Detect Danger scores increase by 1% for each level above the first.

Occupation: Masked mystery man, police officer

Identity: Secret

Legal Status: Citizen of the United States with no criminal record

Former Aliases: None

Place of Birth: New Augustus City, New York

Marital Status: Single

Social Status: Upper Lower Class

Known Relatives: Franklin (father, deceased), Alva (mother), Sean (brother), Briant (brother), Conlan (brother),

Eileen (sister)

Group Affiliation: The Mystery Brigade

Base of Operations: New Augustus City, New York First Appearance: MYSTERY BRIGADE #1