



BLOODSHOT

on the run as his conscience conflicts with the terrible duties expected of him.

Bloodshot is often an “agent of last resort” called upon by the US government, the military, or organizations like G.A.T.E. He has worked with Unity and other government super-agents to protect against forces like the alien Armor Hunters, and similar worldwide threats.

POWERS & ABILITIES

Bloodshot is host to an advanced colony of nanites—microscopic machines that can repair and alter his physiology. The technology has fine-tuned his body to be as durable, strong, and fast as a human can be, and the nanites repair any injury within moments. Extensive repairs require an infusion of protein to serve as raw materials for the nanites; the more often they repair Bloodshot’s body, the more exhausting it can be to his system.

The nano-machines can also rebuild his mass, allowing Bloodshot to change into other humanoid forms, alter his pigmentation to blend in with his surroundings, and even engage in information warfare on his behalf, hacking into computers and seizing control of “smart” or networked machinery nearby. As he has grown more accustomed to controlling his nanites and their potential, Bloodshot has developed various new tricks, including a stunning sonic scream and the ability to “infect” others temporarily with mind-controlling nanites; these rarely-used abilities are best suited as power stunts.

In addition to his nanite powers, Bloodshot is a highly-trained and expert soldier and commando, skilled with various forms of close combat and military-style weapons, stealth, infiltration, and surveillance. His skills are sufficiently ingrained that Bloodshot retains them regardless of his mental state, relying on essential “muscle memory” and confidence in his ability to do what has to be done.

PERSONALITY

Bloodshot is a tortured soul, a man with no past of his own, but filled with the fragmented memories of the many tragic and often traumatic cover identities he’s been given. Outwardly, he is a cool and collected professional soldier, seemingly immune to pain, discomfort, or distress, but inwardly, Bloodshot longs for an end to his eternal fight, for a sense of identity and, most of all, peace. He can be completely ruthless in pursuit of his mission, but feels a sense of sympathy and kinship for others who have been abused by Project Rising Spirit or similar organizations, and innocent victims of the injustices and violence of war.

BACKGROUND

A one-man army and a soldier without a past, Bloodshot is the latest iteration of Project Rising Spirit’s decades-long top-secret nanite research program. While he initially believed himself to be Raymond “Ray” Garrison—loving husband and father—Bloodshot has since learned that PRS filled his mind with layer upon layer of false memories to make him a remorseless killer or peerless infiltrator as needed. By the time a rogue agent, Dr. Emmanuel Kuretich, awoke him to the truth, Bloodshot’s original identity and past were long since buried under all of his assumed identities and snippets of recall stolen from dead soldiers.

Since going rogue, Bloodshot has focused on uncovering his true identity and permanently escaping—or destroying—Project Rising Spirit. Towards that end he has sometimes made difficult alliances, including with factions of PRS themselves and their H.A.R.D. Corps division of psiot-hunters, but he invariably ends up back

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ABILITIES

STRENGTH	6	FIGHTING	12
STAMINA	10	INTELLECT	2
AGILITY	4	AWARENESS	3
DEXTERITY	5	PRESENCE	4

POWERS

NANITE MORPHOLOGY: Nanites can alter Bloodshot’s body to allow him to blend into the environment, giving him Visual Concealment, and can alter his appearance to a limited degree, giving him a Morph Effect for humanoids of his size.

NANITE NETWORKING: Bloodshot can Interface with digital devices and has Radio Sense. His nanites give him a total +20 bonus with Computers Skill Checks while interfacing.

NANITE REGENERATION: Bloodshot’s nanites rapidly repair damage to his body, giving him Regeneration 20. He makes a Recovery Check from being Bruised or Injured at the start of each of his turns, from being Staggered with a full round of taking no actions, and from being Wounded after 30 seconds (Time Rank 2). Bloodshot’s Regeneration requires a significant infusion of protein, and stops working if his body lacks enough to continue to rebuild him.

PSIONIC SHIELDING: Nanites partially shield Bloodshot from psionic powers, giving him Resistance on Will Checks against them.

EQUIPMENT

ASSAULT RIFLE C4 (PLASTIC EXPLOSIVES) KNIFE	GRENADES (FRAGMENTATION) PISTOL
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ADVANTAGES

ALL-OUT ATTACK ASSESSMENT BENEFIT: CIPHER CLOSE ATTACK 3 EIDETIC MEMORY EQUIPMENT 14 IMPROVED AIM IMPROVED INITIATIVE	LANGUAGES 2 (RUSSIAN, SPANISH) POWER ATTACK PRECISE ATTACK (RANGED, COVER) TAKEDOWN TRACKING ULTIMATE EFFORT: (RESISTANCE CHECKS AGAINST PAIN)
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SKILLS

ATHLETICS 7 (+13) DECEPTION 4 (+3) DRIVING 7 (+12) ELECTRONICS 4 (+6) EXPERTISE: TACTICS 4 (+6) INTIMIDATION 10 (+9) INVESTIGATION 4 (+6)	MECHANICS 4 (+6) PERCEPTION 2 (+5) PILOTING 5 (+10) RANGED COMBAT: GUNS 6 (+11) STEALTH 6 (+10) TREATMENT 2 (+4)
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OFFENSE

INITIATIVE +8	
ASSAULT RIFLE +11	RANGED, MULTIATTACK DAMAGE 5
COMBAT KNIFE +15	CLOSE, DAMAGE 7, CRIT. 19-20
HEAVY PISTOL +11	RANGED, DAMAGE 4
UNARMED +15	CLOSE, DAMAGE 6

DEFENSE

DODGE 11	FORTITUDE 13
PARRY 12	TOUGHNESS 10
WILL 9	

COMPLICATIONS

MOTIVATION - GUILT: Bloodshot feels a need to settle the karmic debt for the evil he did for Project Rising Spirit.

IDENTITY: Bloodshot longs to reclaim his erased and lost identity.

INHUMAN: Bloodshot has bone white skin and red eyes.

