

NAME: Doctor Arcane
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
21	Dexterity	x3	10	33
13	Constitution	x2	10	6
12	Body	x2	10	4
15	Intelligence	x1	10	5
14	Ego	x2	10	8
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
8	Physical Defex	x1	3	5
6	Energy Defens	x1	3	3
5	Speed	x10	3.1	19
8	Recovery	x2	6	4
36	Endurance	x1/2	26	5
26	Stun	x1	27	-1
Characteristics Cost:				103

STR Roll: 12-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 12-	Flight	10"
PER Roll: 12-		

Experience: 49

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Adept", easily concealable, minor		5
Hunted, "Ch'Andarra", more powerful, harsh, appear	8-	15
Psych Lim, "Likes a good fight", uncommon, moderate		5
Psych Lim, "Tries to protect innocent", common, moderate		10
Psych Lim, "Impulsive", common, strong		15
Psych Lim, "Obsessed with finding and destroying evil", very common, strong		20
Unluck, 1D6		5

Disadvantages Total : 75
Experience Spent + 49
Total Points = 324

ALLIES™

PTS	POWERS	END
13	16 Mental Defense	
7	5D6 Mind Control, "Hypnosis", OAF(-1), Extra Time(-2), time: 5 minutes, Incantation (-1/2), applies to constant power, Skill Roll(-1/2), Requires eye contact with victim(-1/2), Invisible(+1/2)	4
75	VPP (50), "Magic" ==Skills==	
9	Hypnosis 14-	
7	Interrogation 14-	
5	KS: The Occult 14-	
20	2 Levels, all skills	
19	Magic 19-	
3	Sleight Of Hand 13- ==Talents==	
3	Simulate Death ==Equipment==	
27	Desolid, "Ring of Mists", IAF(-1/2)	4
10	10" Flight, "Cloak of Flight", OAF(-1)	2
20	MP (40), "Amulet of Change", OAF(-1)	
1u	4 LVLS Growth(5m, 1.6t, +4 BODY/STUN, -2 DCV, +20 STR, -4 KB)	2
2u	4 LVLS Shrinking (0.125m, 25g, +8 DCV, +12 KB)	4

221 : **Powers Total**
103 + **Characteristic Total**
324 = **Total Cost**

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 21 SPD: 5 ECV: 5
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 8/ 0 ED/rED 6/ 0
END: 36 STUN: 26 BODY: 12

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
Corealis Effect p18
Species: Human
Gender: Male