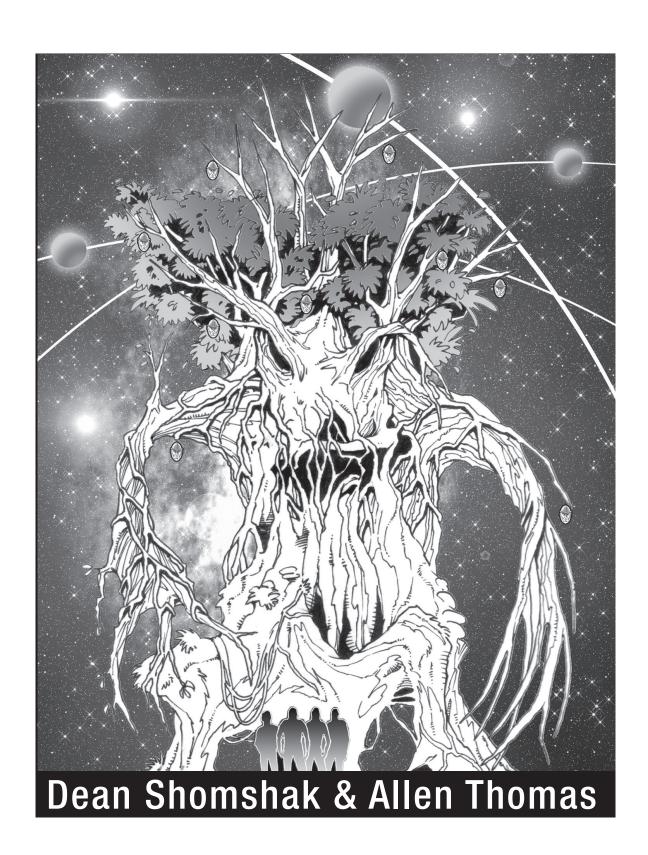
MYSTIC MENACES Fun Pack



Mystic Menaces Fun Pack

A Villain Compilation for Champions

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TABLE OF CONTENTS

CHAPTER ONE: TYRANN	DN	THE DIVINER	74	THE NECROMANCER	152
THE CONQUEROR		BLACK MAGICIAN	74	BLACK MAGICIAN	152
		CITY MAGE	76	CITY MAGE	154
TYRANNON'S THRONE FORMS		ELEMENTALIST	78	DIVINER	156
AVIAN THRONE		HALF-BORN	80	ELEMENTALIST	158
EARTH THRONE		NECROMANCER	82	HALF-BORN	160
FIRE THRONE	8	OTHER-WORLDER	84	OTHER-WORLDER	162
FLUID THRONE	10	SUMMONER	86	SUMMONER	164
INSECT THRONE	12	THAUMATURGE	88	THAUMATURGE	166
OCTOPOID THRONE		THE ELEMENTALIST	٩n	THE OTHER-WORLDER	168
REPTILE THRONE	16	BLACK MAGICIAN		BLACK MAGICIAN	
TYRANNON'S VICEROY FORMS	18	CITY MAGE		CITY MAGE	
AVIAN VICEROY		DIVINER		DIVINER	
EARTH VICEROY		HALF-BORN		ELEMENTALIST	
FIRE VICEROY		NECROMANCER		HALF-BORN	
FLUID VICEROY		OTHER-WORLDER		NECROMANCER	
INSECT VICEROY		SUMMONER		SUMMONER	
OCTOPOID VICEROY		THAUMATURGE		THAUMATURGE	
REPTILE VICEROY					
TREE VICEROY		THE HALF-BORN		THE SUMMONER	_
TYRANNON'S EMISSARY FORMS		BLACK MAGICIAN		BLACK MAGICIAN	
AVIAN EMISSARY		CITY MAGE		CITY MAGE	
EARTH EMISSARY		DIVINER		DIVINER	
FIRE EMISSARY		ELEMENTALIST		ELEMENTALIST	
FLUID EMISSARY		NECROMANCER		HALF-BORN	
INSECT EMISSARY		OTHER-WORLDER		NECROMANCER	
OCTOPOID EMISSARY		SUMMONER		OTHER-WORLDER	
REPTILE EMISSARY		THAUMATURGE		THAUMATURGE	
TREE EMISSARY		THE HORRORIST		THE THAUMATURGE	200
THEE EIVIIOOAITI	41	BLACK MAGICIAN			
CHAPTER TWO: THE		CITY MAGE		CHAPTER THREE: THE	
		DIVINER		DEMON-BOUND	
MORBANES				THE DEMON-BOUND	201
THE BLACK MAGICIAN	42	HALF-BORN		BEAUTIFUL. GLORIOUS EVIL	
CITY MAGE	42	NECROMANCER		THE DEVIL IN MIND	
DIVINER	44	OTHER-WORLDER		THE DOPPELGANGER	
ELEMENTALIST	46	SUMMONER		THE EVIL QUINTUPLETS	
HALF-BORN	48	THAUMATURGE		THE FACE OF THE GORGON	
NECROMANCER	50	THE MASTER OF HELLFIRE	134	THE FALLEN INTO FLAMES	
OTHER-WORLDER	52	BLACK MAGICIAN	134	THE HEALING TOUCH OF	200
SUMMONER	54	CITY MAGE	136	ASTAROTH	207
THAUMATURGE	56	DIVINER	138	THE HORROR IN THE DARK	208
THE CITY MAGE	58	ELEMENTALIST	140	THE INFERNAL DECEIVER	
BLACK MAGICIAN		HALF-BORN	142	MIRED IN THE WORLD	
DIVINER		NECROMANCER		THE SIZE OF THE BEHEMOTH.	
ELEMENTALIST		OTHER-WORLDER	146	THE SPIRIT OF EVIL	
HALF-BORN		SUMMONER	148	THE STRENGTH OF LEGION	
NECROMANCER		THAUMATURGE	150	THE TROD UPON SERVANT OF	
OTHER-WORLDER				DEMONS	
SUMMONER				WIELDER OF HELLFIRE	
TUALIMATIDOE				VVILLULII OI TILLLI IIIL	∠ 1 J

TYRANNON THE CONQUEROR

TYRANNON'S THRONE FORMS

	FORMS							
		AV	VIAN '	ΓHRONE				
Val	Char	Cost	Roll	Notes				
60	STR	50	21-	Lift 100 tons; 12d6 [6]				
28	DEX	54	15-	OCV: 9/DCV: 9				
40	CON	60	17-					
30	BODY	40	15-					
18	INT	8	13-	PER Roll 13-				
28	EGO	36	15-	ECV: 9				
50	PRE	40	19-	PRE Attack: 10d6				
4	COM	-3	10-					
				- 1				
30	PD	18		Total: 30 PD (30 rPD)				
30	ED	22		Total: 30 ED (30 rED)				
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11, 12				
	REC	10						
	END	10	m . 1					
80	STUN	0	Total	Characteristics Cost: 387				
Mov	ement:	Flig	ning: ht: 25'	?/100"				
		Tele	portati	ion: 15"/30"				
0	Da			FUR				
Cost			. 17	END				
207				able Power Pool				
				pase + 50 control cost;				
				Modify Other Powers				
				Powers (-¼) plus When In Thulkos				
				To Or Modify Other				
	rowei	S OF C	maract	eristics Powers (-¼) var				

Cost	Powers	END
207	Divine Power: Variable Power Pool	
	(Magic Pool), 100 base + 50 control cost;	;
	Cannot Add To Or Modify Other Powers	
	Or Characteristics Powers (-1/4) plus	
	Cosmic (+2); Only When In Thulkos	
	(-1/4), Cannot Add To Or Modify Other	
	Powers Or Characteristics Powers (-1/4)	var
169	Tyrannon's Mighty Magic: Multipower,	
	169-point reserve	
9u	1) Power Of Tyrannon: Energy Blast	
	15d6, Reduced Endurance (½ END; +¼)	3
9u	2) Ire Of Tyrannon: Ego Attack 7½d6,	
	Reduced Endurance (½ END; +¼)	3
9u	3) Hand Of Tyrannon: Telekinesis	
	(28 STR), BOECV (+1), Reduced	
	Endurance (½ END; +¼)	4
9u	4) Might Of Tyrannon: Energy Blast	
	12d6, Affects Desolidified (+½)	9
9u	5) Bonds Of Tyrannon: Entangle 4d6,	
	5 DEF, Affects Desolidified (+½), Cannot	t
	Be Escaped With Teleportation (+¼),	
	Reduced Endurance (½ END; +¼)	4
9u	6) Curse Of Tyrannon: Dispel Magic	
	25d6, any Magic power or spell one at	
	a time (+½)	9

9u	7) Deadly Wrath Of Tyrannon: RKA	
	1d6+1, BOECV (+1), Does BODY (+1),	
	Continuous (+1), +2 Increased STUN	
	Multiplier (+½), Reduced Endurance	
	(½ END; +¼)	4
9u	8) Tyrannon Is Legion: Summon 4	1
Ju	400-point Emissaries	9
4		9
4u	9) First Shield Of Tyrannon: Force Field	
	(10 PD/10 ED/6 Power Defense),	
	Hardened (+¼), Reduced Endurance	
_	(0 END; +½)	0
3u	10) Second Shield Of Tyrannon: Missile	
	Deflection (all Ranged attacks), +7 OCV	0
4u	11) Quelling Will Of Tyrannon: Suppress	
	Magic Powers 7d6, any Magic power or	
	spell one at a time $(+\frac{1}{4})$	4
4u	12) Tyrannon Goes Where He Wills:	
	Extra-Dimensional Movement (any	
	location in any dimension), Increased	
	Mass (200 kg)	4
4u	13) Astral Phasing: Desolidification	
	(affected by spirit magic)	4
4u	14) Astral Leap: Teleportation 15",	_
	Armor Piercing (+½)	4
9u	15) Fury Of Tyrannon: Energy Blast	•
Ju	9d6, Area Of Effect (9" Radius; +1),	
	Double Knockback (+3/4), Personal	
		13
7u	16) Dimensional Bridge: Extra-	13
/ u	Dimensional Movement (any physical	
	location in any dimension), Area Of	
	Effect (One Hex; +½), Continuous	
	(+1), Uncontrolled (until Lesser Throne	
	loses consciousness; +½), Reduced	
	Endurance (0 END; +½), Usable By Other	
	$(+\frac{1}{4})$; Gate $(-\frac{1}{2})$, Extra Time (5 Minutes	
	to activate; -1)	0
11u	17) Tornado: Energy Blast 14d6, Area	
	Of Effect (7" Radius; +1); Does Not Work	
	Underwater Or In A Vacuum (-¼),	
	Random Knockback (see Champions,	
	page 153; -0)	13
10u	18) Wind Blast: Energy Blast 14d6,	
	Double Knockback (+34); Does Not	
	Work Underwater Or In A Vacuum (-1/4)	12
12u	19) Suffocation: Energy Blast 8d6, No	
	Normal Defense (defense is Life Support	
	[Self-Contained Breathing]; +1),	
		12
11u	20) <i>Airborne Supremacy:</i> Suppress Flight	
	or Gliding 8d6, one Power at a time $(+\frac{1}{4})$,	
	Area Of Effect (7" Radius; +1), Personal	
	Immunity (+¼), Reduced Endurance	
	initiality (1 /1), included Lindulation	

 $(\frac{1}{2} END; +\frac{1}{4})$

5

iviy	one menaces run ruck= onapter one	
9u	21) Weather Control: Change Environment	
	8" radius, +/-10 Temperature Levels,	
	Multiple Combat Effects, Varying Combat	
	Effects, Varying Effect (+1), MegaArea	
	$(1" = 1 \text{ km broad and wide; } +\frac{1}{4}); \text{ No}$	
	Range (-½)	ł
5	Dimensional Bridge Anchor: Area Of	
	Effect (15" Radius; +1) on Dimensional	
	Bridge; OAF Immobile (circle of pylons	
	inlaid with images of Tyrannon; -2); Extra	
	Time (5 Minutes to activate; -1))
14	Tyrannon's Toughness: Hardened (+¼)	
	for 30 PD/30 ED)
37	Tyrannon's Toughness: Damage Resistance	
	(30 PD/30 ED), Hardened (+½))
5	Tyrannon's Toughness: Lack of Weakness	
	(-5) for Normal Defenses)
10	Tyrannon's Pitiless Gaze: Sight Group	
	Flash Defense (10 points))
19	Tyrannon's Invincible Ego: Mental	
	Defense (25 points total))
5	Tyrannon's Invincible Ego: Damage	
	Resistance (10 Mental Defense)	
15	Tyrannon's Mystic Fortitude: Power	
	Defense (15 points))
90	Tyrannon's Godhood: Life Support	
	(Total, including full Immunity as	
	described in Galactic Champions and	
	Longevity: Immortality))
45	Wings: Flight +20" (25" total), x4 Non-	
	combat, Reduced Endurance (0 END; +½);	
	Restrainable (-½))
20	Tyrannon Ignores Gravity: Flight 5",	
	Reduced Endurance (0 END; +½),	
10	Persistent (+½))
10	Mystic Awareness: Detect Magic 13-	
25	(Sight Group), Discriminatory)
25	One Will In Many Bodies: Mind Link,	
	specific group of up to 32 forms of	
	Tyrannon, any distance, any dimension,	
	Psychic Bond; Only With Others Who Have Mind Link (-1)	`
	Have Milia Lilik (-1)	,
	Perks	
50	Fringe Benefit: Deity	
	All the Bases, Vehicles or Followers that he	

wants

Talents

Bump of Direction

3

Skills

- 3 Interrogation 19-
- 3 AK: Domains Of Tyrannon 13-
- 3 KS: Air Magic 13-
- 3 KS: Blood Image Magic 13-
- 3 KS: Dimension Lords 13-
- 3 KS: Dimensional Magic 13-
- 3 KS: Knowledge From Consumed Spirits 13-2
 - KS: Magic Styles 11-
- 2 KS: Old Thulkosian Forge Alchemy 11-
- 3 KS: Outer Planes 13-
- 3 KS: Plans Of Tyrannon 13-
- 5 Navigation (Air, Dimensional) 14-
- 3 Oratory 19-
- Power: Thaumaturgy 18-13
- 17 Power: Wind/Weather Tricks 20-
- Teamwork 15-

Total Powers & Skills Cost: 955

Total Cost: 1,342

200+ Disadvantages

- Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per Minute (Very Common)
- Enraged: Berserk when "betrayed" 35 (Common), go 14-, recover 11-
- Hunted: Istvatha V'han 8- (As Pow) 10
- Hunted: Skarn the Shaper 8- (As Pow)
- Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- Physical Limitation: Others' Magic Senses 10 are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 10 Physical Limitation: Enormous (up to 8m long or tall, up to 6,000 kg weight; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- Psychological Limitation: Convinced Of 25 His Utter Superiority (Very Common, Total)
- 25 Unluck: 5d6
- 20 Susceptibility: to Entangles, Grab, or other restraints, 1d6 damage per Phase of restraint (Common)
- **Experience Points**

		EA	ARTH '	THRONE		4u	12) Tyrannon Goes Where He Wills:	
Val	Char	Cost	Roll	Notes	_		Extra-Dimensional Movement (any	
	STR	50	21-	Lift 100 tons; 12d6 [6]	1		location in any dimension), Increased	
1	DEX	54	15-	OCV: 9/DCV: 9	1		Mass (200 kg)	4
ı	CON	60	17-	00117/20117		4u	13) Astral Phasing: Desolidification	
	BODY	40	15-				(affected by spirit magic)	4
	INT	8	13-	PER Roll 13-		4u	14) Astral Leap: Teleportation 15",	
28	EGO	36	15-	ECV: 9			8 . ,	4
50	PRE	40	19-	PRE Attack: 10d6		9u	15) Fury Of Tyrannon: Energy Blast	
4	COM	-3	10-				9d6, Area Of Effect (9" Radius; +1),	
							Double Knockback (+¾), Personal	_
30	PD	18		Total: 36 PD (36 rPD)	_		3
30	ED	22		Total: 30 ED (30 rED		7u	16) Dimensional Bridge: Extra-	
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11,	, 12		Dimensional Movement (any physical	
ı	REC	10					location in any dimension), Area Of Effect (One Hex; +½), Continuous	
1	END	10	m . 1				(+1), Uncontrolled (until Lesser Throne	
80	STUN	0	Total	Characteristics Cost: 3	387		loses consciousness; +½), Reduced	
Mass		D		C"/10"			Endurance (0 END; +½), Usable By Other	
MOV	ement:		nning: ht: 5"/				(+½); Gate (-½), Extra Time (5 Minutes	
				ion: 15"/30"				0
				: 7"/56"		4u	17) Earth Barriers: Entangle 8d6, 5 DEF,	
		1 ui	incinig.	. 7 750			Variable Special Affect (any mineral sub-	
Cost	Power	'S		El	ND		_ ·	8
207			r: Vari	able Power Pool		6u	18) Earthmoving: Telekinesis (50 STR),	
				pase + 50 control cost;			Reduced Endurance (½ END; +¼); Only	
				Modify Other Powers				4
				Powers (-1/4) plus		6u	19) Tremors: Energy Blast 12d6, Explosion	Ĺ
	Cosmi	c (+2)); Only	When In Thulkos			(+½), Personal Immunity (+½); No Range	
				Го Or Modify Other			(-½), Only Affects Targets On The Ground	
				` '	ar		(-¼), Only Does Knockdown, Not	Λ
169	-			Magic: Multipower,		6	` '	0
_	169-pc					6u	20) Earth Lance: Energy Blast 8d6, Indirect (+¾); Target Must Be Within 8"	
9u				non: Energy Blast	2		Of Earth Or Rock (-¼)	
0				lurance (½ END; +¼)	3	9u	21) Augment Earth: Succor Earth Powers	
9u				: Ego Attack 7½d6,	3	<i>,</i> u	9d6, any Earth power one at a time $(+\frac{1}{4})$,	
9u				te (½ END; +¼) non: Telekinesis	3		Ranged (+½), Reduced Endurance	
Ju				(+1), Reduced				4
			½ ENI		4	9u	22) Quell Earth: Drain Earth Powers	
9u				non: Energy Blast	-		41/2d6, any Earth power one at a time	
				idified (+½)	9		(+¼), Ranged (+½), Reduced Endurance	
9u				non: Entangle 4d6,				5
	5 DEF	Affec	ts Desc	olidified (+½), Cannot		5	Dimensional Bridge Anchor: Area Of	
	Be Esc	aped	With T	eleportation (+¼),			Effect (15" Radius; +1) on Dimensional	
				e (½ END; +¼)	4		Bridge; OAF Immobile (circle of pylons	
9u		-	-	1011: Dispel Magic			inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	0
		•	agic po	ower or spell one at	0	14	Tyrannon's Toughness: Hardened (+¼)	U
	a time		7 11 0	ACT DIZA	9	17	#	0
9u				of Tyrannon: RKA		37	Tyrannon's Toughness: Damage Resistance	U
				1), Does BODY (+1), -2 Increased STUN			- 20 · · · · · · · · · · · · · · ·	0
				educed Endurance		11	Stone Body: Armor (6 PD), Hardened (+¼)	0
	(½ EN			ducca Endurance	4	5	Tyrannon's Toughness: Lack of Weakness	
9u				ion: Summon 4	-		(-5) for Normal Defenses	0
			missari		9	10	Tyrannon's Pitiless Gaze: Sight Group	
4u				<i>Tyrannon:</i> Force Field			` 1 /	0
				ower Defense),		19	Tyrannon's Invincible Ego: Mental	_
	Harde	ned (-	⊦¼), Re	educed Endurance		_		0
	(0 EN				0	5	Tyrannon's Invincible Ego: Damage	
3u				Of Tyrannon: Missile		1 E	Resistance (10 Mental Defense)	
.				ged attacks), +7 OCV	0	15	Tyrannon's Mystic Fortitude: Power	٥
4u				Of Tyrannon: Suppress			Defense (15 points)	0
				any Magic power or	4			
	spell o	ne at	a time ((+74)	4			

90	Tyrannon's Godhood: Life Support
	(Total, including full Immunity as
	described in Galactic Champions and
	Longevity: Immortality)

- 69 Earth Passage: Tunneling 7" through DEF 7 material, Fill In, x8 Noncombat, Reduced Endurance (½ END; +¼)
- 20 Tyrannon Ignores Gravity: Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)
- 10 *Mystic Awareness:* Detect Magic 13-(Sight Group), Discriminatory
- 25 One Will In Many Bodies: Mind Link, specific group of up to 32 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)

Perks

50 Fringe Benefit: Deity
All the Bases, Vehicles or Followers that he wants

Skills

- 3 Interrogation 19-
- 3 AK: Domains Of Tyrannon 13-
- 3 KS: Blood Image Magic 13-
- 3 KS: Dimension Lords 13-
- 3 KS: Knowledge From Consumed Spirits 13-
- 2 KS: Magic Styles 11-
- 2 KS: Old Thulkosian Forge Alchemy 11-
- 3 KS: Outer Planes 13-
- 3 KS: Plans Of Tyrannon 13-
- 4 Navigation (Dimensional) 14-
- 3 Oratory 19-
- 3 Power: Earth Powers Tricks 13-
- 13 Power: Thaumaturgy 18-
- 2 SS: Geology 11-
- 3 Teamwork 15-

Total Powers & Skills Cost: 955

Total Cost: 1,342

200+ Disadvantages

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- 30 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per Minute (Very Common)
- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 10 Physical Limitation: Enormous (up to 8m long or tall, up to 6,000 kg weight; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 25 Unluck: 5d6
- 10 Vulnerability: 2 x STUN from Sonic/Vibration Attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Sonic/Vibration Attacks (Uncommon)
- 937 Experience Points

		J	FIRE T	HRONE		3u	10) Second Shield Of Tyrannon: Missile	
Val	Char	Cost	Roll	Notes			Deflection (all Ranged attacks), +7 OCV	0
60		50	21-	Lift 100 tons; 12d6 [6	5]	4u	11) Quelling Will Of Tyrannon: Suppress	
	DEX	54	15-	OCV: 9/DCV: 9	7]		Magic Powers 7d6, any Magic power or	
40	CON	60	17-	00117/20117			spell one at a time (+1/4)	4
	BODY	40	15-			4u	12) Tyrannon Goes Where He Wills:	
	INT	8	13-	PER Roll 13-			Extra-Dimensional Movement (any	
	EGO	36	15-	ECV: 9			location in any dimension), Increased	
50	PRE	40	19-	PRE Attack: 10d6			Mass (200 kg)	4
4	COM	-3	10-			4u	13) Astral Phasing: Desolidification	
							(affected by spirit magic)	4
30	PD	18		Total: 30 PD (30 rPI))	4u	14) Astral Leap: Teleportation 15",	
30	ED	22		Total: 30 ED (30 rEI))	0	Armor Piercing (+½)	4
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11	, 12	9u	15) Fury Of Tyrannon: Energy Blast	
	REC	10					9d6, Area Of Effect (9" Radius; +1),	
	END	10					Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	13
80	STUN	0	Total	Characteristics Cost:	387	7u	16) Dimensional Bridge: Extra-	13
3.6		D	•	c"/12"		7 ti	Dimensional Movement (any physical	
Mov	ement:		nning:				location in any dimension), Area Of	
			ht: 15	ion: 15"/30"			Effect (One Hex; +½), Continuous	
		1616	eportati	1011: 13 /30			(+1), Uncontrolled (until Lesser Throne	
Cost	Power	*			ND		loses consciousness; +½), Reduced	
207			r· Vari	able Power Pool			Endurance (0 END; +½), Usable By Othe	r
				pase + 50 control cost;			$(+\frac{1}{4})$; Gate $(-\frac{1}{2})$, Extra Time (5 Minutes	
				Modify Other Powers			to activate; -1)	0
				Powers (-¼) plus		9u	17) Fire Blast: RKA 5d6, Reduced	
				When In Thulkos			Endurance (½ END; +¼)	3
	$(-\frac{1}{4}), ($	Canno	t Add '	Γο Or Modify Other		8u	18) Augment Flames: Succor Fire 9d6,	
	Power	s Or (Charact	eristics Powers (-1/4)	var		any Fire power or spell one at a time	
78				A 3d6, Continuous			(+¼), Limited Range (20"; +¼),	4
				d (+½), Reduced		7.,	Reduced Endurance (½ END; +¼)	4
				$(+\frac{1}{2})$, Persistent $(+\frac{1}{2})$		7u	19) Quell Flames: Drain Fire $4\frac{1}{2}d6$, any Fire power or spell one at a time $(+\frac{1}{4})$,	
4.50				o STR Bonus (-½)	0		Limited Range (20"; $+\frac{1}{4}$)	7
169	-			Magic: Multipower,		5	Dimensional Bridge Anchor: Area Of	,
0	169-p			En anom Dlant		3	Effect (15" Radius; +1) on <i>Dimensional</i>	
9u		-	,	non: Energy Blast lurance (½ END; +¼)	3		Bridge; OAF Immobile (circle of pylons	
9u				: Ego Attack 7½d6,	3		inlaid with images of Tyrannon; -2); Extra	a
Ju				e (½ END; +¼)	3		Time (5 Minutes to activate; -1)	0
9u				ion: Telekinesis	3	14	Tyrannon's Toughness: Hardened (+1/4)	
<i>,</i> , ,				(+1), Reduced			for 30 PD/30 ED	0
			½ ENI		4	37	Tyrannon's Toughness: Damage Resistance	e
9u				non: Energy Blast			(30 PD/30 ED), Hardened (+¼)	0
				idified (+½)	9	5	Tyrannon's Toughness: Lack of Weakness	
9u	5) Box	nds Oj	f Tyran	non: Entangle 4d6,			(-5) for Normal Defenses	0
				olidified (+½), Cannot		10	Tyrannon's Pitiless Gaze: Sight Group	
	Be Esc	caped	With T	eleportation (+¼),		10	Flash Defense (10 points)	0
				e (½ END; +¼)	4	19	Tyrannon's Invincible Ego: Mental	0
9u				non: Dispel Magic		5	Defense (25 points total)	0
				ower or spell one at		3	Tyrannon's Invincible Ego: Damage Resistance (10 Mental Defense)	
	a time			CE DICA	9	15	Tyrannon's Mystic Fortitude: Power	
9u				of Tyrannon: RKA		13	Defense (15 points)	0
				1), Does BODY (+1),		90	Tyrannon's Godhood: Life Support	Ü
				-2 Increased STUN			(Total, including full Immunity as	
	(½ EN			educed Endurance	4		described in Galactic Champions and	
9u				ion: Summon 4	т		Longevity: Immortality)	0
''			missari		9	20	Flaming Flight: Flight +10" (15" total)	2
4u	-			<i>Tyrannon:</i> Force Field	-	20	Tyrannon Ignores Gravity: Flight 5",	
				ower Defense),			Reduced Endurance (0 END; +½),	
				educed Endurance			Persistent (+½)	0
	(0 EN				0	10	Mystic Awareness: Detect Magic 13-	_
							(Sight Group), Discriminatory	0

25 One Will In Many Bodies: Mind Link, specific group of up to 32 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)

0

Perks

50 Fringe Benefit: Deity
All the Bases, Vehicles or Followers that he wants

Skills

- 3 Interrogation 19-
- 3 AK: Domains Of Tyrannon 13-
- 3 KS: Blood Image Magic 13-
- 3 KS: Dimension Lords 13-
- 3 KS: Knowledge From Consumed Spirits 13-
- 2 KS: Magic Styles 11-
- 2 KS: Old Thulkosian Forge Alchemy 11-
- 3 KS: Outer Planes 13-
- 3 KS: Plans Of Tyrannon 13-
- 4 Navigation (Dimensional) 14-
- 3 Oratory 19-
- 3 Power: Flame Tricks 13-
- 13 Power: Thaumaturgy 18-
- 3 Teamwork 15-

Total Powers & Skills Cost: 955

Total Cost: 1,342

200+ Disadvantages

- 30 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per Minute (Very Common)
- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 10 Physical Limitation: Enormous (up to 8m long or tall, up to 6,000 kg weight; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 10 Susceptibility: to being in vacuum, underwater, or in other fire-suppressant environments, 1d6 damage per Turn character is in such an environment (Uncommon)
- 25 Unluck: 5d6
- Vulnerability: 1½ x STUN from Water Attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Water Attacks (Uncommon)
- 937 Experience Points

					_			
				THRONE		4u	12) Tyrannon Goes Where He Wills:	
	Char	Cost	Roll	Notes	1		Extra-Dimensional Movement (any location in any dimension), Increased	
60 28	STR DEX	50 54	21- 15-	Lift 100 tons; 12d6 [6 OCV: 9/DCV: 9]		Mass (200 kg)	4
40	CON	60	13- 17-	OCV: 9/DCV: 9		4u	13) Astral Phasing: Desolidification	
	BODY		15-				(affected by spirit magic)	4
18	INT	8	13-	PER Roll 13-		4u	14) Astral Leap: Teleportation 15",	
28	EGO	36	15-	ECV: 9		9u	Armor Piercing (+½) 15) Fury Of Tyrannon: Energy Blast	4
50	PRE	40	19-	PRE Attack: 10d6		9u	9d6, Area Of Effect (9" Radius; +1),	
4	COM	-3	10-				Double Knockback (+¾), Personal	
30	PD	18		Total: 30 PD (30 rPD)			13
	ED	22		Total: 30 ED (30 rED		7u	16) Dimensional Bridge: Extra-	
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11,	12		Dimensional Movement (any physical	
	REC	10					location in any dimension), Area Of Effect (One Hex; +½), Continuous	
80	END STUN	10 0	Total	Characteristics Cost: 3	397		(+1), Uncontrolled (until Lesser Throne	
80	31011	U	10141	Characteristics Cost	007		loses consciousness; +½), Reduced	
Mov	ement:	Run	ning:	6"/12"			Endurance (0 END; +½), Usable By Other	•
			ht: 5"/				(+¼); Gate (-½), Extra Time (5 Minutes	0
				ion: 15"/30"		8u	to activate; -1) 17) <i>Dehydrate</i> : Energy Blast 6d6, NND	0
		Swi	mmıng	g: 27"/108"		ou	(defense is Power Defense or a body that	
Cost	Powe	rs		EI	ND		lacks liquids; +1), Affects Physical World	
207			r: Vari	able Power Pool			(+2), Reduced Endurance (½ END; +¼);	
	(Magi	c Pool), 100 b	pase + 50 control cost;			Victims At Least 50% Immersed In Water	
				Modify Other Powers			Get A Free Recovery Of This Damage Each Phase (-½)	6
				Powers (-¼) plus		9u	18) <i>Fluid Shaping</i> : Telekinesis (20 STR),	U
				When In Thulkos Го Or Modify Other		,	Affects Porous, Area Of Effect (96" Any	
				(- 1)	ar		Area; +2), Reduced Endurance (0 END;	
169				Magic: Multipower,		1.4	+½); Only Affects Fluids (-½)	0
_		oint re				14u	19) <i>Fluid Blast</i> : Energy Blast 8d6, Affects Physical World (+2), Reduced Endurance	
9u				non: Energy Blast	2		(0 END; +½)	0
9u				lurance (½ END; +¼) : Ego Attack 7½d6,	3	5	Dimensional Bridge Anchor: Area Of	Ü
Ju				e (½ END; +¼)	3		Effect (15" Radius; +1) on Dimensional	
9u				ion: Telekinesis			Bridge; OAF Immobile (circle of pylons	
				(+1), Reduced			inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	ι 0
0				D; +½)	4	14	Tyrannon's Toughness: Hardened (+¼)	U
9u				non: Energy Blast idified (+½)	9		for 30 PD/30 ED	0
9u				non: Entangle 4d6,		37	Tyrannon's Toughness: Damage Resistance	3
				olidified (+½), Cannot		_	(30 PD/30 ED), Hardened (+¼)	0
				eleportation (+¼),		5	<i>Tyrannon's Toughness</i> : Lack of Weakness (-5) for Normal Defenses	0
011				e (½ END; +¼) 10n: Dispel Magic	4	10	Tyrannon's Pitiless Gaze: Sight Group	U
9u				ower or spell one at			Flash Defense (10 points)	0
		(+1/4)		wer or spen one at	9	19	Tyrannon's Invincible Ego: Mental	
9u	7) De	adly W		f Tyrannon: RKA		_	Defense (25 points total)	0
				1), Does BODY (+1),		5	Tyrannon's Invincible Ego: Damage Resistance (10 Mental Defense)	
				2 Increased STUN		15	Tyrannon's Mystic Fortitude: Power	
		рпег (1 VD; +½		educed Endurance	4		Defense (15 points)	0
9u				ion: Summon 4	1	90	Tyrannon's Godhood: Life Support	
	400-p	oint Eı	missari	es	9		(Total, including full Immunity as	
4u			-	<i>Tyrannon:</i> Force Field			described in <i>Galactic Champions</i> and	0
				wer Defense),		20	Longevity: Immortality) Tyrannon Ignores Gravity: Flight 5",	U
		ened (+ D; +½		educed Endurance	0	_0	Reduced Endurance (0 END; +½),	
3u				Of Tyrannon: Missile	U		Persistent (+½)	0
				ged attacks), +7 OCV	0	40	Fluid Movement: Swimming +27"	
4u	11) Q	uelling	g Will C	Of Tyrannon: Suppress			(29" total), x4 Noncombat, Reduced	1
				any Magic power or	4		Endurance (½ END; +¼)	1
	spell o	one at a	a time ((+1/4)	4			

- 10 Mystic Awareness: Detect Magic 13-(Sight Group), Discriminatory
- 25 One Will In Many Bodies: Mind Link, specific group of up to 32 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)
- 40 Fluid Body: Desolidification (affected by cold, heat, or fire attacks); Reduced Endurance (0 END; +½), Cannot Pass Through Solid Objects (-½)
- 5 Watery Tentacles: Extra Limbs (as many as Throne wants)

Perks

50 Fringe Benefit: Deity All the Bases, Vehicles or Followers that he wants

Talents

3 At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)

Skills

- 3 Interrogation 19-
- 3 AK: Domains Of Tyrannon 13-
- 3 AK: Thulkosian Seas And Oceans 13-
- 3 KS: Blood Image Magic 13-
- 3 KS: Dimension Lords 13-
- 3 KS: Knowledge From Consumed Spirits 13-
- 2 KS: Magic Styles 11-
- 2 KS: Old Thulkosian Forge Alchemy 11-
- 3 KS: Outer Planes 13-
- 3 KS: Physical Transformations 13-
- 3 KS: Plans Of Tyrannon 13-
- 4 Navigation (Dimensional) 14-
- 3 Oratory 19-
- 13 Power: Thaumaturgy 18-
- 3 Teamwork 15-

Total Powers & Skills Cost: 955

Total Cost: 1,342

200+ Disadvantages

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- 30 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per Minute (Very Common)
- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 10 Physical Limitation: Enormous (up to 8m long or tall, up to 6,000 kg weight; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 25 Unluck: 5d6
- 10 Vulnerability: 1½ x STUN from Heat/Fire Attacks (Common)
- 10 Vulnerability: 1½ x BODY from Heat/Fire Attacks (Common)
- 937 Experience Points

		IN	SECT	THRONE		4u	12) Tyrannon Goes Where He Wills:	
Val	Char	Cost	Roll	Notes			Extra-Dimensional Movement (any	
	STR	50	21-	Lift 100 tons; 12d6 [6	5]		location in any dimension), Increased	
1	DEX	54	15-	OCV: 9/DCV: 9			Mass (200 kg)	4
1	CON	60	17-			4u	13) Astral Phasing: Desolidification	4
1	BODY		15-			411	(affected by spirit magic)	4
I	INT	8	13-	PER Roll 13-		4u	14) Astral Leap: Teleportation 15", Armor Piercing (+½)	4
1	EGO	36	15-	ECV: 9		9u	15) Fury Of Tyrannon: Energy Blast	4
50	PRE COM	40 -3	19- 10-	PRE Attack: 10d6		Ju	9d6, Area Of Effect (9" Radius; +1),	
4	COM	-3	10-				Double Knockback (+¾), Personal	
30	PD	18		Total: 30 PD (30 rPD))		Immunity (+¼); No Range (-½)	13
1	ED	22		Total: 30 ED (30 rED		7u	16) Dimensional Bridge: Extra-	
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11			Dimensional Movement (any physical	
	REC	10					location in any dimension), Area Of	
	END	10					Effect (One Hex; +½), Continuous	
80	STUN	0	Total	Characteristics Cost:	387		(+1), Uncontrolled (until Lesser Throne loses consciousness; +½), Reduced	
Μ		D	•	c"/12"			Endurance (0 END; +½), Usable By Other	r
Mov	ement:		nning: ;ht: 25'				$(+\frac{1}{4})$; Gate $(-\frac{1}{2})$, Extra Time (5 Minutes	
				ion: 15"/30"			to activate; -1)	0
		1010	portui	15 750		9u	17) Wizardbane Web: Major Transform	
Cost	Power	'S		E	ND		7d6 (remove ability to cast one spell,	
207	Divine	Powe	r: Vari	able Power Pool			heals through another application of this	
				pase + 50 control cost;			spell or the death of the Throne);	
				Modify Other Powers			Improved Results Group (remove any	
				Powers (-¼) plus			one spell; +¼); Limited Target (spellcasters; -½)	13
				When In Thulkos		9u	18) Ward-Crushing Blast: Energy Blast	13
				Γο Or Modify Other eristics Powers (-¼)	var	<i>,</i> u	9d6, NND (defense is Power Defense; +1)	9
169				Magic: Multipower,	vai	9u	19) Solar Burst: Sight Group Flash 8d6,	
107	169-pc			magic. Manapower,			Area Of Effect (5" Radius; +1), Reduced	
9u				non: Energy Blast			Endurance (½ END; +¼)	4
				lurance (½ END; +¼)	3	5	Dimensional Bridge Anchor: Area Of	
9u				: Ego Attack 7½d6,			Effect (15" Radius; +1) on Dimensional	
				e (½ END; +¼)	3		Bridge; OAF Immobile (circle of pylons	
9u		-	,	non: Telekinesis			inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	0
				(+1), Reduced	4	14	Tyrannon's Toughness: Hardened (+1/4)	U
9u			½ ENI	non: Energy Blast	4		for 30 PD/30 ED	0
Ju				idified (+½)	9	37	Tyrannon's Toughness: Damage Resistance	
9u				non: Entangle 4d6,			(30 PD/30 ED), Hardened $(+\frac{1}{4})$	0
				olidified (+½), Cannot		5	Tyrannon's Toughness: Lack of Weakness	
	Be Esc	aped	With T	eleportation (+1/4),			(-5) for Normal Defenses	0
				e (½ END; +¼)	4	15	Tyrannon's Pitiless Gaze: Sight Group	0
9u				non: Dispel Magic		19	Flash Defense (15 points) Tyrannon's Invincible Ego: Mental	0
				ower or spell one at	0	19	Defense (25 points total)	0
011	a time			of Tyrannon: RKA	9	5	Tyrannon's Invincible Ego: Damage	Ü
9u				1), Does BODY (+1),			Resistance (10 Mental Defense)	
				-2 Increased STUN		20	Tyrannon's Mystic Fortitude: Power	
				educed Endurance			Defense (20 points)	0
	(½ EN				4	90	Tyrannon's Godhood: Life Support	
9u	8) Tyn	annoi	ı Is Leg	ion: Summon 4			(Total, including full Immunity as	
			missari		9		described in <i>Galactic Champions</i> and	0
4u			-	<i>yrannon:</i> Force Field		60	Longevity: Immortality) Wings: Flight +20" (25" total), Reduced	0
				ower Defense),		00	Endurance (0 END; +½)	0
				educed Endurance	0	20	Tyrannon Ignores Gravity: Flight 5",	J
3u	(0 EN)			Of Tyrannon: Missile	U	-	Reduced Endurance (0 END; +½),	
"				ged attacks), +7 OCV	0		Persistent (+½)	0
4u				Of Tyrannon: Suppress		10	Mystic Awareness: Detect Magic 13-	
				any Magic power or			(Sight Group), Discriminatory	0
			a time		4			

- 25 One Will In Many Bodies: Mind Link, specific group of up to 32 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)
- 10 Sticky Feet: Clinging (normal STR)

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Perks

50 Fringe Benefit: Deity
All the Bases, Vehicles or Followers that he
wants

Skills

- 8 +4 Levels with Flight
- 3 Analyze Magic 13-
- 3 Interrogation 19-
- 3 AK: Domains Of Tyrannon 13-
- 3 KS: Blood Image Magic 13-
- 3 KS: Dimension Lords 13-
- 3 KS: Knowledge From Consumed Spirits 13-
- 4 KS: Magic Item Enchantment 14-
- 2 KS: Magic Styles 11-
- 3 KS: Metamagic 13-
- 2 KS: Old Thulkosian Forge Alchemy 11-
- 3 KS: Outer Planes 13-
- 3 KS: Plans Of Tyrannon 13-
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- 3 Oratory 19-
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Total Powers & Skills Cost: 955

Total Cost: 1,342

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- 10 Hunted: Skarn the Shaper 8- (As Pow)
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- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 25 Unluck: 5d6
- 20 Susceptibility: to Sight Group Darkness fields, 1d6 STUN per Phase Viceroy is within such area (Common)
- 937 Experience Points

		OCT	'OPOI	D THRONE		4u	11) Quelling Will Of Tyrannon: Suppress	
Val	Char	Cost	Roll	Notes			Magic Powers 7d6, any Magic power or	
	STR	50	21-	Lift 100 tons; 12d6 [6	5]		spell one at a time $(+\frac{1}{4})$	4
	DEX	54	15-	OCV: 9/DCV: 9	']	4u	12) Tyrannon Goes Where He Wills:	
1	CON	60	17-	001. 7/201. 7			Extra-Dimensional Movement (any	
	BODY	40	15-				location in any dimension), Increased	
1	INT	8	13-	PER Roll 13-			Mass (200 kg)	4
	EGO	36	15-	ECV: 9		4u	13) Astral Phasing: Desolidification	
1	PRE	40	19-	PRE Attack: 10d6			(affected by spirit magic)	4
	COM	-3	10-	TIETHUCK TOGO		4u	14) Astral Leap: Teleportation 15",	
1	001.1		10				Armor Piercing (+½)	4
30	PD	18		Total: 30 PD (30 rPI))	9u	15) Fury Of Tyrannon: Energy Blast	
30		22		Total: 30 ED (30 rEI			9d6, Area Of Effect (9" Radius; +1),	
	SPD	62		Phases: 2, 3 4, 5, 6, 8,			Double Knockback (+3/4), Personal	
10	012	٠_		10, 11, 12	, - ,		Immunity (+¼); No Range (-½)	13
25	REC	10		,,		7u	16) Dimensional Bridge: Extra-	
	END	10					Dimensional Movement (any physical	
1	STUN	0	Total	Characteristics Cost:	587		location in any dimension), Area Of	
							Effect (One Hex; +½), Continuous	
Move	ement:	Run	ning:	6"/12"			(+1), Uncontrolled (until Lesser Throne	
			ht: 5"/				loses consciousness; +1/2), Reduced	
				ion: 15"/30"			Endurance (0 END; $+\frac{1}{2}$), Usable By Other	r
				g: 6"/12"			$(+\frac{1}{4})$; Gate $(-\frac{1}{2})$, Extra Time (5 Minutes	
				,			to activate; -1)	0
Cost	Power	S		E	ND	9u	17) Enslaving Touch: Major Transform	
207	Divine	Powe	r: Vari	able Power Pool			4d6 (target gains the Psychological	
	(Magic	e Pool), 100 b	pase + 50 control cost;			Limitation Believes He's Part Of Tyrannon	
				Modify Other Powers			[Very Common, Total], heals back when	
				Powers (-¼) plus			Tyrannon so wills), BOECV (+1),	
				When In Thulkos			Works Against EGO, Not BODY (+1/4);	
				Γο Or Modify Other			No Range (-½)	13
				' / \	var	14u	18) Psionic Surgery: Minor Transform	
169	Tyranı	ıon's N	Aighty I	Magic: Multipower,			5½d6 (remove or change a target's	
	169-pc						memories of events within the past year,	
9u	1) <i>Pov</i>	ver Of	Tyrani	non: Energy Blast			heals back normally), Improved Results	
	15d6, l	Reduc	ed End	lurance (½ END; +¼)	3		Group (any type of memory alteration;	
9u	2) <i>Ire</i>	Of Ty	rannon	: Ego Attack 7½d6,			+¼), BOECV (+1), Works Against EGO,	
	Reduc	ed En	duranc	e (½ END; +¼)	3	_	Not BODY (+¼)	14
9u	3) Ha	nd Of	Tyrann	ion: Telekinesis		9u	19) Tyrannon Commands The Senses:	
	(28 ST	R), B0	DECV ((+1), Reduced		_	Mental Illusions 18d6	9
	Endur	ance (½ ENI); + ¹ / ₄)	4	9u	20) Tyrannon Commands The Will:	
9u	4) Mig	ght Of	Tyranı	non: Energy Blast			Mind Control 18d6	9
	12d6, <i>I</i>	Affects	s Desol	idified (+½)	9	9u	21) Tyrannon Knows Your Inmost	
9u	5) Bor	ıds Of	Tyrani	non: Entangle 4d6,		_	Thoughts: Telepathy 18d6	9
	5 DEF,	Affec	ts Desc	olidified (+1/2), Cannot		5	Dimensional Bridge Anchor: Area Of	
				eleportation (+¼),			Effect (15" Radius; +1) on Dimensional	
	Reduc	ed En	duranc	e (½ END; +¼)	4		Bridge; OAF Immobile (circle of pylons	
9u	6) Cu	rse Of	Tyranı	ion: Dispel Magic			inlaid with images of Tyrannon; -2); Extra	
	25d6, a	any M	agic po	ower or spell one at		1.4	Time (5 Minutes to activate; -1)	0
	a time				9	14	Tyrannon's Toughness: Hardened (+¼)	0
9u				f Tyrannon: RKA		27	for 30 PD/30 ED	0
	1d6+1	, BOE	CV (+1	1), Does BODY (+1),		37	Tyrannon's Toughness: Damage Resistance	
	Contir	nuous	(+1), +	2 Increased STUN		_	(30 PD/30 ED), Hardened (+¼)	0
	Multip	lier (-	⊦½), Re	educed Endurance		5	Tyrannon's Toughness: Lack of Weakness	
	(½ EN	$D; +\frac{1}{2}$	4)		4		(-5) for Normal Defenses	0
9u				ion: Summon 4		10	Tyrannon's Pitiless Gaze: Sight Group	^
			missari		9	10	Flash Defense (10 points)	0
4u	9) Firs	st Shie	ld Of T	<i>Tyrannon:</i> Force Field		19	Tyrannon's Invincible Ego: Mental	_
	(10 PE)/10 E	D/6 Po	wer Defense),		_	Defense (25 points total)	0
	Harde	ned (+	-¼), Re	duced Endurance		5	Tyrannon's Invincible Ego: Damage	
	(0 ENI				0	1.5	Resistance (10 Mental Defense)	
3u				Of Tyrannon: Missile		15	Tyrannon's Mystic Fortitude: Power	^
	Deflec	tion (a	all Ran	ged attacks), +7 OCV	0		Defense (15 points)	0

90	Tyrannon's Godhood: Life Support	
	(Total, including full Immunity as	
	described in Galactic Champions and	
	Longevity: Immortality)	0
4	Aquatic Movement: Swimming +4"	
	(6" total)	1
20	Tyrannon Ignores Gravity: Flight 5",	
	Reduced Endurance (0 END; +½),	
	Persistent (+½)	0
10	Mystic Awareness: Detect Magic 13-	
	(Sight Group), Discriminatory	0
25	One Will In Many Bodies: Mind Link,	
	specific group of up to 32 forms of	
	Tyrannon, any distance, any dimension,	
	Psychic Bond; Only With Others Who	
	Have Mind Link (-1)	0
22	Mental Sense: Detect Minds 13- (no Sense	
	Group), Discriminatory, Targeting, Sense	0
5	Many Tentacles: Extra Limbs (6)	0
15	Long Tentacles: Stretching 2", Reduced	

Perks

50 Fringe Benefit: Deity All the Bases, Vehicles or Followers that he wants

Talents

3 At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)

Skills

- 3 Interrogation 19-
- 3 AK: Domains Of Tyrannon 13-

Endurance (0 END; $+\frac{1}{2}$)

- 3 KS: Blood Image Magic 13-
- 3 KS: Dimension Lords 13-
- 3 KS: Knowledge From Consumed Spirits 13-
- 2 KS: Magic Styles 11-
- 3 KS: Mental Magic 13-
- 2 KS: Old Thulkosian Forge Alchemy 11-
- 3 KS: Outer Planes 13-
- 3 KS: Plans Of Tyrannon 13-
- 4 Navigation (Dimensional) 14-
- 3 Oratory 19-
- 13 Power: Thaumaturgy 18-
- 3 PS: Psionic Surgeon 13-
- 3 Teamwork 15-

Total Powers & Skills Cost: 935

Total Cost: 1,342

200+ Disadvantages

- 30 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per Minute (Very Common)
- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 10 Physical Limitation: Enormous (up to 8m long or tall, up to 6,000 kg weight; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 25 Unluck: 5d6
- 10 Vulnerability: 1½ x STUN from Area Energy Attacks (Common)
- 10 Vulnerability: 1½ x BODY from Area Energy Attacks (Common)
- 937 Experience Points

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							noro oyotom o Lan	.1011
		RE	PTILE	THRONE		4u	12) Tyrannon Goes Where He Wills:	
Val	Char	Cost	Roll	Notes			Extra-Dimensional Movement (any	
60	STR	50	21-	Lift 100 tons; 12d6 [6]			location in any dimension), Increased	
	DEX	54	15-	OCV: 9/DCV: 9		4	Mass (200 kg)	4
	CON	60	17-			4u	13) Astral Phasing: Desolidification (affected by spirit magic)	4
	BODY		15-	DED D. II 12		4u	14) Astral Leap: Teleportation 15",	4
	INT EGO	8 36	13- 15-	PER Roll 13- ECV: 9			Armor Piercing $(+\frac{1}{2})$	4
	PRE	40	19-	PRE Attack: 10d6		9u	15) Fury Of Tyrannon: Energy Blast	
4	COM	-3	10-	TRETHUCK. TOGO			9d6, Area Of Effect (9" Radius; +1),	
							Double Knockback (+¾), Personal	
30	PD	18		Total: 33 PD (33 rPD)	_	, , , , , , , , , , , , , , , , , , , ,	13
	ED	22		Total: 33 ED (33 rED		7u	16) Dimensional Bridge: Extra-	
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11,	12		Dimensional Movement (any physical location in any dimension), Area Of	
	REC END	10 10					Effect (One Hex; +½), Continuous	
	STUN	0	Total	Characteristics Cost: 3	887		(+1), Uncontrolled (until Lesser Throne	
00	01011	Ü	101111	Characteristics Cost.	,0,		loses consciousness; +1/2), Reduced	
Mov	ement:	Run	ning:	6"/12"			Endurance (0 END; +½), Usable By Other	r
			ht: 5"/				(+¼); Gate (-½), Extra Time (5 Minutes	
		Tele	portati	on: 15"/30"		0	to activate; -1)	0
						9u	17) <i>Slow Time</i> : Drain SPD 5d6, Ranged (+½), Reduced Endurance (½ END; +¼)	3
	Powe		37	ekla Dassas Da al	ID	9u	18) <i>Fast Time</i> : Aid SPD 6d6, Ranged (+½	
207				able Power Pool base + 50 control cost;		9u	19) Age Change: Major Transform 5d6	-, -
				Modify Other Powers			(any being or object into older/younger	
				Powers (-1/4) plus			version of itself; heals via the application	
				When In Thulkos			of any chronal manipulation power),	
				To Or Modify Other		6	Improved Result Group (+¼)	9
1.00				` '	ar	6u	20) <i>Time Senses:</i> Clairsentience (Sight Group, Normal Hearing, and Mystic	
169				Magic: Multipower,			Awareness), Precognition, Retrocognition,	
9u		oint re		non: Energy Blast			Reduced Endurance (½ END; +¼);	
Ju				urance (½ END; +¼)	3		Precognition and Retrocognition Only (-1/2)	.) 3
9u				: Ego Attack 7½d6,		37	Bite: HKA 2d6 (4d6 with STR), Reduced	
				e (½ END; +¼)	3	_	Endurance (½ END; +¼)	1
9u				on: Telekinesis		5	Dimensional Bridge Anchor: Area Of	
				(+1), Reduced			Effect (15" Radius; +1) on <i>Dimensional Bridge</i> ; OAF Immobile (circle of pylons	
0			½ ENI		4		inlaid with images of Tyrannon; -2); Extra	a
9u				non: Energy Blast idified (+½)	9		Time (5 Minutes to activate; -1)	0
9u				non: Entangle 4d6,		14	Tyrannon's Toughness: Hardened (+1/4)	
				blidified (+½), Cannot			for 30 PD/30 ED	0
				eleportation (+¼),		37	Tyrannon's Toughness: Damage Resistance	
				e (½ END; +¼)	4	0	(30 PD/30 ED), Hardened (+¼)	0
9u				ion: Dispel Magic		9 5	Scaly Skin: Armor (3 PD/3 ED) Tyrannon's Toughness: Lack of Weakness	0
		•	agic po	wer or spell one at	9	3	(-5) for Normal Defenses	0
9u	a time		Irath ()	f Tyrannon: RKA	9	10	Tyrannon's Pitiless Gaze: Sight Group	
Ju), Does BODY (+1),			Flash Defense (10 points)	0
				2 Increased STUN		19	Tyrannon's Invincible Ego: Mental	
				duced Endurance			Defense (25 points total)	0
		√JD; +½			4	5	Tyrannon's Invincible Ego: Damage	
9u				ion: Summon 4	_	15	Resistance (10 Mental Defense)	
			nissari		9	15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
4u				<i>lyrannon:</i> Force Field wer Defense),		90	Tyrannon's Godhood: Life Support	Ü
				duced Endurance			(Total, including full Immunity as	
		D; $+\frac{1}{2}$		and a minumine	0		described in Galactic Champions and	
3u				Of Tyrannon: Missile	-		Longevity: Immortality)	0
	Deflec	ction (a	all Ran	ged attacks), +7 OCV	0	20	Tyrannon Ignores Gravity: Flight 5",	
4u				of Tyrannon: Suppress			Reduced Endurance (0 END; +½),	0
				any Magic power or	4	10	Persistent (+½) Mystic Awareness: Detect Magic 13-	0
	spell c	one at a	time (+*/4)	4	10	(Sight Group), Discriminatory	0
							(- 0 // 2	9

25 One Will In Many Bodies: Mind Link, specific group of up to 32 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)

Perks

50 Fringe Benefit: Deity
All the Bases, Vehicles or Followers that he wants

Talents

- 3 Absolute Time Sense
- 31 Danger Sense (immediate vicinity, out of combat, Sense) 16-
- 9 Lightning Reflexes: +6 DEX to act first with All Attacks

Skills

- 3 Interrogation 19-
- 3 AK: Domains Of Tyrannon 13-
- 3 KS: Blood Image Magic 13-
- 3 KS: Dimension Lords 13-
- 3 KS: Knowledge From Consumed Spirits 13-
- 2 KS: Magic Styles 11-
- 2 KS: Old Thulkosian Forge Alchemy 11-
- 3 KS: Outer Planes 13-
- 3 KS: Plans Of Tyrannon 13-
- 3 KS: Time Magic 13-
- 4 Navigation (Dimensional) 14-
- 3 Oratory 19-
- 13 Power: Thaumaturgy 18-
- 3 Teamwork 15-

Total Powers & Skills Cost: 955

Total Cost: 1,342

200+ Disadvantages

0

- 30 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per Minute (Very Common)
- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 10 Physical Limitation: Enormous (up to 8m long or tall, up to 6,000 kg weight; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 10 Susceptibility: to environments colder than 40 degrees Fahrenheit, Drain DEX 1d6 per Turn (Uncommon)
- 25 Unluck: 5d6
- 5 Vulnerability: 1½ x STUN from Cold attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Cold attacks (Uncommon)
- 937 Experience Points

TYRANNON'S VICEROY FORMS

_	TYR			'S VICEROY	_	8u	15) Fury Of Tyrannon: Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¾), Personal	
							Immunity (+1/4); No Range (-1/2)	12
		AV	TAN V	VICEROY		6u	16) Dimensional Bridge: Extra-	
Val	Char	Cost	Roll	Notes			Dimensional Movement (any physical location in any dimension), Area Of	
	STR	40	19-	Lift 25 tons; 10d6 [5]			Effect (One Hex; +½), Continuous (+1),	
	DEX	42	14-	OCV: 8/DCV: 8			Reduced Endurance (0 END; +½), Usable	
	CON	40	15-				By Other (+¼); Gate (-½), Extra Time	
20	BODY	20	13-				(5 Minutes to activate; -1)	0
13	INT	3	12-	PER Roll 12-		10u	17) Tornado: Energy Blast 12d6, Area	
	EGO	28	14-	ECV: 8			Of Effect (6" Radius; +1); Does Not Work	
	PRE	25	16-	PRE Attack: 7d6			Underwater Or In A Vacuum (-¼),	
4	COM	-3	10-				Random Knockback (see Champions,	10
20	DD	20		Total, 20 DD (20 #DD	`	0	page 153; -0)	12
	PD ED	20 24		Total: 30 PD (20 rPD Total: 30 ED (20 rED		8u	18) <i>Wind Blast:</i> Energy Blast 12d6, Double Knockback (+¾); Does Not	
	SPD	26		Phases: 2, 4, 6, 8, 10, 1			Work Underwater Or In A Vacuum (-¼)	10
	REC	8				8u	19) Weather Control: Change Environmen	
100	END	20					8" radius, +/-7 Temperature Levels,	
60	STUN	0	Total	Characteristics Cost: 2	293		Multiple Combat Effects, Varying Combat	
							Effects, Varying Effect (+1), MegaArea	
Move	ement:		ning: ($(1" = 1 \text{ km broad and wide; } +\frac{1}{4}); \text{ No}$	
			ht: 25"			0	Range (-½)	12
		Tele	portati	on: 13"/26"		9	Dimensional Bridge Anchor: Uncontrolled	
Cost	Power	S		EI	ND		(until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with	
146			lighty l	Magic: Multipower,			images of Tyrannon; -1½)	0
	146-pc			,		20	Tyrannon's Toughness: Damage	
8u				non: Energy Blast			Resistance (20 PD/20 ED)	0
				urance (½ END; +¼)	3	5	Tyrannon's Toughness: Lack of Weakness	
8u				: Ego Attack 6½d6,			(-5) for Normal Defenses	0
0				e (½ END; +¼)	3	5	Tyrannon's Pitiless Gaze: Sight Group	
8u				non: Telekinesis		1.5	Flash Defense (5 points)	0
			½ END	(+1), Reduced	3	15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
8u				ion: Energy Blast	3	15	Tyrannon's Mystic Fortitude: Power	U
ou				idified (+½)	8	13	Defense (15 points)	0
8u				non: Entangle 5d6,		90	Tyrannon's Godhood: Life Support (Total,	
				olidified (+½), Cannot			including full Immunity as described in	
				eleportation (+¼)	8		Galactic Champions and Longevity:	
8u				ion: Dispel Magic			Immortality)	0
				lagic power or spell	0	41	Wings: Flight +18" (25" total), x4	
0.,	one at			f Tamana and DV A	8		Noncombat, Reduced Endurance	0
8u				f Tyrannon: RKA 1), Does BODY (+1),		20	(0 END; +½); Restrainable (-½) Tyrannon Ignores Gravity: Flight 5",	0
	Contin			1), Does Dod' (+1),	8	20	Reduced Endurance (0 END; +½),	
3u				on: Summon 400-point			Persistent (+½)	0
				ne (One Turn; -1¼)	8	10	Mystic Awareness: Detect Magic 12-	
4u				rannon: Force Field			(Sight Group), Discriminatory	0
				wer Defense), Hardened		22	One Will In Many Bodies: Mind Link,	
				urance (½ END; +¼)	1		specific group of up to 16 forms of	
3u				Of Tyrannon: Missile	0		Tyrannon, any distance, any dimension,	
4				ged attacks), +5 OCV	0		Psychic Bond; Only With Others Who	0
4u				Of Tyrannon: Suppress any Magic power or		29	Have Mind Link (-1) <i>Tyrannon's Malleable Form:</i> Shape Shift	0
	-		time (4	4J	(Sight and Touch Groups, any shapes of	
4u				Where He Wills:	-		that Viceroy's class), Costs END Only to	
				Movement (any			Change Shape $(+\frac{1}{4})$	3
				any dimension)	4			
4u	13) As	stral Pi	hasing:	Desolidification		30	Perks 150 points for Bases and Followers	
			spirit n		4	30 10	150 points for Bases and Followers Fringe Benefit: Head of State	
4u				eleportation 13",	4	10	Time Denomin Tiend of Othic	
	Armoi	rierc	ing (+ ¹ /	/2)	4			

Skills

- 3 Interrogation 16-
- 3 AK: Domains Of Tyrannon 12-
- 4 KS: Air Magic 13-
- 2 KS: Blood Image Magic 11-
- 3 KS: Magic Styles 12-
- 3 KS: Outer Planes 12-
- 3 KS: Plans Of Tyrannon 12-
- 5 Navigation (Air; Dimensional) 13-
- 3 Oratory 16-
- 3 Power: Wind/Weather Tricks 12-
- 7 Power: Thaumaturgy 14-
- 3 Teamwork 14-

Total Powers & Skills Cost: 631

Total Cost: 924

200+ Disadvantages

- 25 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per 5 Minutes (Very Common)
- Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 5 Physical Limitation: Large (4m tall; -2 DCV, +2 to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Greatly Limiting)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 20 Susceptibility: to Entangles, Grab, or other restraints, 1d6 damage per Phase of restraint (Common)
- 20 Unluck: 4d6
- 534 Experience Points

		EA	RTH '	VICEROY		6u	16) Dimensional Bridge: Extra-	
Val	Char	Cost	Roll	Notes			Dimensional Movement (any physical	
50	STR	40	19-	Lift 25 tons; 10d6 [5]			location in any dimension), Area Of	
	DEX	42	14-	OCV: 8/DCV: 8			Effect (One Hex; $+\frac{1}{2}$), Continuous (+1),	
30	CON	40	15-	OCV. 6/DCV. 6			Reduced Endurance (0 END; +½), Usable	
	BODY		13-				By Other (+¼); Gate (-½), Extra Time	
13	INT	3	12-	PER Roll 12-			(5 Minutes to activate; -1)	0
	EGO	28	14-	ECV: 8		3u	17) Earth Barriers: Entangle 6d6, 5 DEF,	
	PRE	25	16-	PRE Attack: 7d6			Variable Special Affect (any mineral sub-	
4	COM	-3	10-	TRE Milack. 700			stance; +1/4); Only To Create Barriers (-1)	8
-1	COM	3	10			5u	18) Earthmoving: Telekinesis (40 STR),	
30	PD	20		Total: 34 PD (24 rPI))		Reduced Endurance (½ END; +¼); Only	
	ED	24		Total: 30 ED (20 rEI			Versus Earth/Rock (-½)	3
6	SPD	26		Phases: 2, 4, 6, 8, 10,		5u	19) Tremors: Energy Blast 10d6,	
	REC	8		1 114363. 2, 1, 0, 0, 10,	12		Explosion (+½), Personal Immunity (+¼);	;
	END	20					No Range (-½), Only Affects Targets On	
60	STUN	0	Total	Characteristics Cost:	293		The Ground (-¼), Only Does	
00	5101	U	10141	Characteristics Cost.	273		Knockdown, Not Knockback (-0)	9
Mov	ement:	Riit	nning:	6"/12"		5u	20) Earth Lance: Energy Blast 7d6,	
11101	cincire.		ht: 5"/				Indirect (+3/4); Target Must Be Within	
				ion: 13"/26"			8" Of Earth Or Rock (within 8"; -1/4)	5
				7"/14"		9	Dimensional Bridge Anchor: Uncontrolled	
		1 411	8	, , , , , , ,			(until anchor-disk broken; +½) for Dimen-	
Cost	Powe	rs		E	ND		sional Bridge; OAF Bulky (disk inlaid with	
146			Mighty .	Magic: Multipower,			images of Tyrannon; -1½)	0
	146-р					20	Tyrannon's Toughness: Damage	
8u				non: Energy Blast			Resistance (20 PD/20 ED)	0
				lurance (½ END; +¼)	3	7	Stone Body: Armor (4 PD), Hardened (+1/4)	0
8u				: Ego Attack 6½d6,		5	Tyrannon's Toughness: Lack of Weakness	
				e (½ END; +¼)	3		(-5) for Normal Defenses	0
8u				ion: Telekinesis		5	Tyrannon's Pitiless Gaze: Sight Group	
				(+1), Reduced			Flash Defense (5 points)	0
			½ ENI		3	15	Tyrannon's Invincible Ego: Mental	
8u				non: Energy Blast			Defense (20 points total)	0
				idified (+½)	8	15	Tyrannon's Mystic Fortitude: Power	
8u				non: Entangle 5d6,			Defense (15 points)	0
				olidified (+½), Cannot		90	Tyrannon's Godhood: Life Support (Total,	
	Be Es	caped	With T	eleportation (+¼)	8		including full Immunity as described in	
8u	6) Cu	rse Of	Tyranı	ion: Dispel Magic			Galactic Champions and Longevity:	_
	Power	s 22d	6, any N	lagic power or spell			Immortality)	0
			e (+¼)		8	45	Earth Passage: Tunneling 7" through	
8u	7) De	adly V	Vrath C	f Tyrannon: RKA		• •	DEF 7 material, Fill In	4
	1d6+1	, BOE	CV (+	1), Does BODY (+1),		20	Tyrannon Ignores Gravity: Flight 5",	
	Conti	nuous	(+1)		8		Reduced Endurance (0 END; +½),	_
3u				on: Summon 400-poin	t	10	Persistent (+½)	0
				ne (One Turn; -1¼)	8	10	Mystic Awareness: Detect Magic 12-	^
4u				rannon: Force Field		22	(Sight Group), Discriminatory	0
				wer Defense), Hardened		22	One Will In Many Bodies: Mind Link,	
				urance (½ END; +¼)	1		specific group of up to 16 forms of	
3u				Of Tyrannon: Missile			Tyrannon, any distance, any dimension,	
				ged attacks), +5 OCV	0		Psychic Bond; Only With Others Who	0
4u				Of Tyrannon: Suppress		20	Have Mind Link (-1)	0
				any Magic power or		29	Tyrannon's Malleable Form: Shape Shift	
			a time (4		(Sight and Touch Groups, any shapes of	
4u				Where He Wills:			that Viceroy's class), Costs END Only to	2
				Movement (any			Change Shape (+¼)	3
				any dimension)	4		Perks	
4u				Desolidification		30	150 points for Bases and Followers	
			spirit n		4	10	Fringe Benefit: Head of State	
4u				eleportation 13",				
			cing (+		4			
8u				non: Energy Blast				
				(8" Radius; +1),				
				(+¾), Personal				
	Immu	ınity (-	+¼); No	o Range (-½)	12			

Skills

- 3 Interrogation 16-
- 3 AK: Domains Of Tyrannon 12-
- 2 KS: Blood Image Magic 11-
- 3 KS: Magic Styles 12-
- 3 KS: Outer Planes 12-
- 3 KS: Plans Of Tyrannon 12-
- 4 Navigation (Dimensional) 13-
- 3 Oratory 16-
- 3 Power: Mineral Tricks 12-
- 7 Power: Thaumaturgy 14-
- 2 SS: Geology 11-
- 3 Teamwork 14-

Total Powers & Skills Cost: 631

Total Cost: 924

200+ Disadvantages

- 25 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per 5 Minutes (Very Common)
- Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 5 Physical Limitation: Large (4m tall; -2 DCV, +2 to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Greatly Limiting)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 20 Unluck: 4d6
- 10 Vulnerability: 2 x STUN from Sonic/Vibration Attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Sonic/Vibration Attacks (Uncommon)
- 534 Experience Points

		F	IRE VI	CEROY		8u	15) Fury Of Tyrannon: Energy Blast	
Val	Char	Cost	Roll	Notes	_		8d6, Area Of Effect (8" Radius; +1),	
1	STR	40	19-	Lift 25 tons; 10d6 [5]			Double Knockback (+3/4), Personal	
1	DEX	42	14-	OCV: 8/DCV: 8			Immunity (+¼); No Range (-½)	12
I	CON	40	15-			6u	16) Dimensional Bridge: Extra-	
1	BODY	20	13-				Dimensional Movement (any physical	
	INT	3	12-	PER Roll 12-			location in any dimension), Area Of	
24	EGO	28	14-	ECV: 8			Effect (One Hex; $+\frac{1}{2}$), Continuous (+1),	
35	PRE	25	16-	PRE Attack: 7d6			Reduced Endurance (0 END; +½), Usable	
4	COM	-3	10-				By Other (+¼); Gate (-½), Extra Time	
						0	(5 Minutes to activate; -1)	0
1	PD	20		Total: 30 PD (20 rPD		9u	17) Fire Blast: RKA 4½6, Reduced	4
30	ED	24		Total: 30 ED (20 rED		0	Endurance (½ END; +¼)	4
6	SPD	26		Phases: 2, 4, 6, 8, 10, 1	2	9	Dimensional Bridge Anchor: Uncontrolled	
	REC	8					(until anchor-disk broken; +½) for Dimensional Bridge OAE Bulley (disk inlaid with	
1	END	20					sional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
60	STUN	0	Total	Characteristics Cost: 2	293	20	Tyrannon's Toughness: Damage	U
M	4	D	•	c"/12"		20	Resistance (20 PD/20 ED)	0
Mov	ement:		ning: 6			5	Tyrannon's Toughness: Lack of Weakness	Ü
			ht: 15"			J	(-5) for Normal Defenses	0
		Tele	portati	on: 13"/26"		5	Tyrannon's Pitiless Gaze: Sight Group	-
Cost	Power	·e		EN	ın		Flash Defense (5 points)	0
43			v· HK	A 1½d6, Continuous		15	Tyrannon's Invincible Ego: Mental	
15				d (+½), Reduced			Defense (20 points total)	0
				; $+\frac{1}{2}$), Persistent ($+\frac{1}{2}$);		15	Tyrannon's Mystic Fortitude: Power	
				o STR Bonus (-½)	0		Defense (15 points)	0
146				Magic: Multipower,		90	Tyrannon's Godhood: Life Support (Total,	
	146-pc			0 1			including full Immunity as described in	
8u				non: Energy Blast			Galactic Champions and Longevity:	
				urance (½ END; +¼)	3		Immortality)	0
8u	2) <i>Ire</i>	Of Ty1	annon	: Ego Attack 6½d6,		20	Flaming Flight: Flight +10" (15" total)	2
	Reduc	ed En	duranc	e (½ END; +¼)	3	20	Tyrannon Ignores Gravity: Flight 5",	
8u				on: Telekinesis			Reduced Endurance (0 END; +½),	0
				(+1), Reduced		10	Persistent (+½) Mustin Augustus Datast Magic 12	0
_			½ END		3	10	Mystic Awareness: Detect Magic 12- (Sight Group), Discriminatory	0
8u				ion: Energy Blast		22	One Will In Many Bodies: Mind Link,	U
0				idified (+½)	8	22	specific group of up to 16 forms of	
8u				non: Entangle 5d6,			Tyrannon, any distance, any dimension,	
				blidified (+½), Cannot eleportation (+¼)	8		Psychic Bond; Only With Others Who	
8u				non: Dispel Magic	0		Have Mind Link (-1)	0
04				lagic power or spell		29	Tyrannon's Malleable Form: Shape Shift	
	one at			rugic power or spen	8		(Sight and Touch Groups, any shapes of	
8u				f Tyrannon: RKA	O		that Viceroy's class), Costs END Only to	
""), Does BODY (+1),			Change Shape (+1/4)	3
	Conti			,,	8		Perks	
3u				on: Summon 400-point		30	150 points for Bases and Followers	
				ne (One Turn; -1¼)	8	10	Fringe Benefit: Head of State	
4u	9) Firs	t Shiel	d Of Ty	rannon: Force Field		10		
	(10 PE)/10 EI	D/6 Pov	wer Defense), Hardened			Skills	
	$(+\frac{1}{4}),$	Reduce	ed Endu	arance (½ END; +¼)	1	3	Interrogation 16-	
3u				Of Tyrannon: Missile		3	AK: Domains Of Tyrannon 12-	
				ged attacks), +5 OCV	0	2	KS: Blood Image Magic 11-	
4u				of Tyrannon: Suppress		3	KS: Magic Styles 12-	
				any Magic power or		3	KS: Outer Planes 12-	
Ι,			time (4	3	KS: Plans Of Tyrannon 12-	
4u				Where He Wills:		4 3	Navigation (Dimensional) 13- Oratory 16-	
				Movement (any	4	3	Power: Flame Tricks 12-	
1,,,				any dimension)	4	7	Power: Thatme Tricks 12-	
4u				Desolidification	4	3	Teamwork 14-	
4u			spirit m	agic) eleportation 13",	4	-		
l ^{4u}			ing (+ ³		4	Total	Powers & Skills Cost: 631	
	111110		8 (1/	-,	•		Cost: 924	

200+ Disadvantages

- 25 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per 5 Minutes (Very Common)
- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 5 Physical Limitation: Large (4m tall; -2 DCV, +2 to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Greatly Limiting)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 10 Susceptibility: to being in vacuum, underwater, or in other fire-suppressant environments, 1d6 damage per Turn character is in such an environment (Uncommon)
- 20 Unluck: 4d6
- 5 Vulnerability: 1½ x STUN from Water Attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Water Attacks (Uncommon)
- 534 Experience Points

		PI	HID V	TICEROV ————		611	16) Dimensional Ruidae, Entre	
Val	Char			TICEROY		6u	16) <i>Dimensional Bridge</i> : Extra- Dimensional Movement (any physical	
	Char STR	Cost 40	Roll 19-	Notes Lift 25 tons; 10d6 [5]			location in any dimension), Area Of	
	DEX	40	19- 14-	OCV: 8/DCV: 8			Effect (One Hex; $+\frac{1}{2}$), Continuous (+1),	
	CON	40	15-	OCV. O/DCV. O			Reduced Endurance (0 END; +½), Usable	
	BODY	20	13-				By Other (+¼); Gate (-½), Extra Time	
	INT	3	12-	PER Roll 12-			(5 Minutes to activate; -1)	0
24	EGO	28	14-	ECV: 8		6u	17) Dehydrate: Energy Blast 4d6, NND	
35	PRE	25	16-	PRE Attack: 7d6			(defense is Power Defense or a body that	
4	COM	-3	10-				lacks liquids; +1), Affects Physical World	
					,		(+2), Reduced Endurance (½ END; +¼); Victims At Least 50% Immersed In Water	
	PD	20		Total: 30 PD (20 rPD			Get A Free Recovery Of This Damage	
	ED	24		Total: 30 ED (20 rED			Each Phase (-½)	4
6 20	SPD REC	26 8		Phases: 2, 4, 6, 8, 10, 1	12	5u	18) Fluid Shaping: Telekinesis (18 STR),	-
	END	20					Affects Porous, Area Of Effect (5" Any	
	STUN	0	Total	Characteristics Cost: 2	293		Area; +1), Reduced Endurance (½ END;	
		-					+¼); Only Affects Fluids (-½)	3
Mov	ement:	Run	ning: 6	5"/12"		4u	19) Fluid Movement: Swimming +27"	
			ht: 5"/				(29" total), x4 Noncombat, Reduced	
		Tele	portati	on: 13"/26"		12	Endurance (½ END; +¼)	1
١	_					12u	20) <i>Fluid Blast</i> : Energy Blast 7d6, Affects Physical World (+2), Reduced Endurance	
	Power		c. 1		ND		(0 END; +½)	0
146				Magic: Multipower,		9	Dimensional Bridge Anchor: Uncontrolled	U
8u	146-pc			non: Energy Blast			(until anchor-disk broken; +½) for Dimen-	
ou				urance (½ END; +¼)	3		sional Bridge; OAF Bulky (disk inlaid with	
8u				: Ego Attack 6½d6,	5		images of Tyrannon; -1½)	0
				e (½ END; +¼)	3	20	Tyrannon's Toughness: Damage	
8u				on: Telekinesis			Resistance (20 PD/20 ED)	0
	(24 ST	R), BO	DÉCV ((+1), Reduced		5	Tyrannon's Toughness: Lack of Weakness	
			½ ENI		3	_	(-5) for Normal Defenses	0
8u				ion: Energy Blast		5	Tyrannon's Pitiless Gaze: Sight Group	0
				idified (+½)	8	15	Flash Defense (5 points) Tyrannon's Invincible Ego: Mental	U
8u				ion: Entangle 5d6,		13	Defense (20 points total)	0
				blidified $(+\frac{1}{2})$, Cannot eleportation $(+\frac{1}{4})$	8	15	Tyrannon's Mystic Fortitude: Power	Ů
8u		-		non: Dispel Magic	0		Defense (15 points)	0
ou				lagic power or spell		90	Tyrannon's Godhood: Life Support (Total,	
				ingle power or open	8		including full Immunity as described in	
8u				f Tyrannon: RKA			Galactic Champions and Longevity:	
), Does BODY (+1),			Immortality)	0
	Conti				8	10	Mystic Awareness: Detect Magic 12-	^
3u				on: Summon 400-point		22	(Sight Group), Discriminatory	0
				ne (One Turn; -1¼)	8	22	One Will In Many Bodies: Mind Link, specific group of up to 16 forms of	
4u				rannon: Force Field	İ		Tyrannon, any distance, any dimension,	
				wer Defense), Hardened arance (½ END; +¼)	1		Psychic Bond; Only With Others Who	
3u				Of Tyrannon: Missile	1		Have Mind Link (-1)	0
Ju				ged attacks), +5 OCV	0	29	Tyrannon's Malleable Form: Shape Shift	
4u				of Tyrannon: Suppress	Ü		(Sight and Touch Groups, any shapes of	
				any Magic power or			that Viceroy's class), Costs END Only to	
			ı time (4		Change Shape (+¼)	3
4u	12) Tj	ranno	n Goes	Where He Wills:		20	Tyrannon Ignores Gravity: Flight 5",	
				Movement (any			Reduced Endurance (0 END; +½),	٥
				any dimension)	4	40	Persistent (+½) Fluid Body: Desolidification (affected by	0
4u				Desolidification		40	cold, heat, or fire attacks); Reduced Endur-	
4			spirit n		4		ance (0 END; +½), Cannot Pass Through	
4u				eleportation 13",	4		Solid Objects (-½)	0
8u			ing (+¹)	non: Energy Blast	4		·	-
ou				(8" Radius; +1),		20	Perks	
				(+ ³ / ₄), Personal		30 10	150 points for Bases and Followers	
•					12	10	Fringe Benefit: Head of State	
		•		-				

Talents

3 At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)

0

Skills

- 3 Interrogation 16-
- 3 AK: Domains Of Tyrannon 12-
- 3 AK: Thulkosian Seas And Oceans 13-
- 2 KS: Blood Image Magic 11-
- 3 KS: Magic Styles 12-
- 3 KS: Outer Planes 12-
- 2 KS: Physical Transformations 11-
- 3 KS: Plans Of Tyrannon 12-
- 4 Navigation (Dimensional) 13-
- 3 Oratory 16-
- 7 Power: Thaumaturgy 14-
- 3 Teamwork 14-

Total Powers & Skills Cost: 631

Total Cost: 924

200+ Disadvantages

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- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 20 Unluck: 4d6
- 10 Vulnerability: 1½ x STUN from Heat/Fire Attacks (Common)
- 10 Vulnerability: 1½ x BODY from Heat/Fire Attacks (Common)
- 534 Experience Points

		IN	SECT `	VICEROY		6u	16) Dimensional Bridge: Extra-	
Val	Char	Cost	Roll	Notes			Dimensional Movement (any physical	
50	STR	40	19-	Lift 25 tons; 10d6 [5]			location in any dimension), Area Of	
	DEX	42	14-	OCV: 8/DCV: 8			Effect (One Hex; $+\frac{1}{2}$), Continuous (+1),	
30	CON	40	15-	00110,20110			Reduced Endurance (0 END; +½), Usable	
	BODY		13-				By Other (+1/4); Gate (-1/2), Extra Time	
	INT	3	12-	PER Roll 12-			(5 Minutes to activate; -1)	0
	EGO	28	14-	ECV: 8		11u	17) Enchantment: Major Transform 5d6	
	PRE	25	16-	PRE Attack: 7d6			(give item magical powers, heals through	
4	COM	-3	10-				any successful application of a Dispel, the	
							death of the Viceroy, or another application	
30	PD	20		Total: 30 PD (20 rPD))		of this power), Improved Results Group	
30	ED	24		Total: 30 ED (20 rED))		(any powers; +½), Reduced Endurance	
6	SPD	26		Phases: 2, 4, 6, 8, 10,	12	0	(½ END; +¼)	4
	REC	8				8u	18) Ward-Crushing Blast: Energy Blast	0
	END	20				0	8d6, NND (defense is Power Defense; +1)	δ
60	STUN	0	Total	Characteristics Cost:	293	8u	19) Solar Burst: Sight Group Flash 7d6,	
		_		-11 / 11			Area Of Effect (4" Radius; +1), Reduced Endurance (½ END; +½)	3
Mov	ement:		ning:			9	Dimensional Bridge Anchor: Uncontrolled	3
			ht: 15'			9	(until anchor-disk broken; +½) for Dimen-	
		Tele	portati	ion: 13"/26"			sional Bridge; OAF Bulky (disk inlaid with	
04	Danne			-	ND		images of Tyrannon; -1½)	0
	Powe		1: ~1.4		ND	20	Tyrannon's Toughness: Damage	U
146	-			Magic: Multipower,			Resistance (20 PD/20 ED)	0
0.,	-	oint re		nam Engrav Plact		5	Tyrannon's Toughness: Lack of Weakness	
8u				non: Energy Blast lurance (½ END; +¼)	3		(-5) for Normal Defenses	0
8u				: Ego Attack 6½d6,	3	10	Tyrannon's Pitiless Gaze: Sight Group	
ou				te (½ END; +¼)	3		Flash Defense (10 points)	0
8u				ion: Telekinesis	3	15	Tyrannon's Invincible Ego: Mental	
04				(+1), Reduced			Defense (20 points total)	0
			½ ENI		3	20	Tyrannon's Mystic Fortitude: Power	
8u				non: Energy Blast			Defense (20 points)	0
				idified (+½)	8	90	Tyrannon's Godhood: Life Support (Total,	
8u				non: Entangle 5d6,			including full Immunity as described in	
				olidified (+½), Cannot			Galactic Champions and Longevity:	
	Be Esc	caped '	With T	eleportation (+¼)	8		Immortality)	0
8u	6) Cu	rse Of	Tyranı	non: Dispel Magic		25	Wings: Flight +10" (15" total), Reduced	
	Power	s 22d6	6, any N	Aagic power or spell		20	Endurance (½ END; +¼)	1
			e (+¼)		8	20	Tyrannon Ignores Gravity: Flight 5",	
8u				f Tyrannon: RKA			Reduced Endurance (0 END; +½),	Λ
				1), Does BODY (+1),	_	10	Persistent (+½) Mustic Awaranass: Detect Magic 12	0
		nuous			8	10	Mystic Awareness: Detect Magic 12- (Sight Group), Discriminatory	0
3u				on: Summon 400-point		22	One Will In Many Bodies: Mind Link,	U
				ne (One Turn; -1¼)	8	22	specific group of up to 16 forms of	
4u				rannon: Force Field	1		Tyrannon, any distance, any dimension,	
				wer Defense), Hardened			Psychic Bond; Only With Others Who	
211				urance (½ END; +¼)	1		Have Mind Link (-1)	0
3u				Of Tyrannon: Missile	0	29	Tyrannon's Malleable Form: Shape Shift	
4u				ged attacks), +5 OCV <i>Tyrannon:</i> Suppress			(Sight and Touch Groups, any shapes of	
4u				any Magic power or			that Viceroy's class), Costs END Only to	
	-		a time (4		Change Shape (+½)	3
4u				Where He Wills:	7	10	Sticky Feet: Clinging (normal STR)	0
14				Movement (any				
				any dimension)	4	20	Perks	
4u				Desolidification	•	30	150 points for Bases and Followers	
			spirit n		4	10	Fringe Benefit: Head of State	
4u				eleportation 13",			Skills	
			cing (+		4	3	Interrogation 16-	
8u				non: Energy Blast		3	AK: Domains Of Tyrannon 12-	
				(8" Radius; +1),		2	KS: Blood Image Magic 11-	
				(+¾), Personal		3	KS: Enchantment 12-	
	Immu	nity (-	⊦¼); N	o Range (-½)	12	3	KS: Magic Styles 12-	
						3	KS: Outer Planes 12-	

- 3 KS: Plans Of Tyrannon 12-
- 4 Navigation (Dimensional) 13-
- 3 Oratory 16-
- 7 Power: Thaumaturgy 14-
- 3 Teamwork 14-

Total Powers & Skills Cost: 631

Total Cost: 924

200+ Disadvantages

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- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 20 Susceptibility: to Sight Group Darkness fields, 1d6 STUN per Phase Viceroy is within such area (Common)
- 20 Unluck: 4d6
- 534 Experience Points

		OCT	OPOI	D VICEROY		8u	15) Fury Of Tyrannon: Energy Blast	
Val	Char	Cost	Roll	Notes			8d6, Area Of Effect (8" Radius; +1),	
	STR	40	19-	Lift 25 tons; 10d6 [5]			Double Knockback (+¾), Personal	10
	DEX	42	14-	OCV: 8/DCV: 8		6	Immunity (+¼); No Range (-½)	12
	CON	40	15-			6u	16) Dimensional Bridge: Extra- Dimensional Movement (any physical	
	BODY		13-	DED D. 11 12			location in any dimension), Area Of	
	INT EGO	3 28	12- 14-	PER Roll 12- ECV: 8			Effect (One Hex; +½), Continuous (+1),	
	PRE	25	16-	PRE Attack: 7d6			Reduced Endurance (0 END; +½), Usable	:
4	COM	-3	10-	TREFITTUCK. 700			By Other (+¼); Gate (-½), Extra Time	
							(5 Minutes to activate; -1)	0
30	PD	20		Total: 30 PD (20 rPD)	8u	17) Enslaving Touch: Major Transform	
30	ED	24		Total: 30 ED (20 rED)		3½d6 (target gains the Psychological	
8	SPD	46		Phases: 2, 3, 5, 6, 8, 9, 12	11,		Limitation <i>Believes He's Part Of Tyrannon</i> [Very Common, Total], heals back when	
	REC	8					Tyrannon so wills), BOECV (+1),	
	END	20					Works Against EGO, Not BODY (+¼);	12
60	STUN	0	Total	Characteristics Cost: 3	313	8u	No Range (-½) 18) Tyrannon Commands The Senses:	12
Morr		D	nina.	6"/10"		ou	Mental Illusions 16d6	8
MOV	ement:		ht: 5"/	6"/12" 10"		8u	19) Tyrannon Commands The Will:	
				ion: 13"/26"			Mind Control 16d6	8
			-	g: 4"/8"		8u	20) Tyrannon Knows Your Inmost	
				,			Thoughts: Telepathy 16d6	8
Cost	Power			El	ND	9	Dimensional Bridge Anchor: Uncontrolled	
146				Magic: Multipower,			(until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with	
0	146-p			r ni .			images of Tyrannon; -1½)	0
8u				non: Energy Blast	3	20	Tyrannon's Toughness: Damage	U
8u				lurance (½ END; +¼) : Ego Attack 6½d6,	3		Resistance (20 PD/20 ED)	0
ou				te (½ END; +¼)	3	5	Tyrannon's Toughness: Lack of Weakness	
8u				ion: Telekinesis			(-5) for Normal Defenses	0
				(+1), Reduced		5	Tyrannon's Pitiless Gaze: Sight Group	_
); +½)	3	1.5	Flash Defense (5 points)	0
8u				non: Energy Blast		15	Tyrannon's Invincible Ego: Mental	0
				idified (+½)	8	15	Defense (20 points total) Tyrannon's Mystic Fortitude: Power	0
8u				non: Entangle 5d6,		13	Defense (15 points)	0
				plidified $(+\frac{1}{2})$, Cannot eleportation $(+\frac{1}{4})$	8	90	Tyrannon's Godhood: Life Support (Total,	
8u				non: Dispel Magic	O		including full Immunity as described in	
04				Magic power or spell			Galactic Champions and Longevity:	
	one at		•	0 1 1	8		Immortality)	0
8u				f Tyrannon: RKA		2	Fast Swimmer: Swimming +2" (4" total)	1
	1d6+1	, BOE	CV (+	1), Does BODY (+1),		20	Tyrannon Ignores Gravity: Flight 5",	
	Conti				8		Reduced Endurance (0 END; +½),	Λ
3u				on: Summon 400-point		10	Persistent (+½) Mystic Awareness: Detect Magic 12-	0
4				ne (One Turn; -1¼)	8	10	(Sight Group), Discriminatory	0
4u				vrannon: Force Field wer Defense), Hardened		22	One Will In Many Bodies: Mind Link,	
				urance (½ END; +¼)	1		any 16 minds, any distance, any dimension	n,
3u				Of Tyrannon: Missile	1		Psychic Bond; Only With Others Who	
				ged attacks), +5 OCV	0		Have Mind Link (-1)	0
4u				Of Tyrannon: Suppress		29	Tyrannon's Malleable Form: Shape Shift	
				any Magic power or			(Sight and Touch Groups, any shapes of	
	spell o	ne at a	time ($(+\frac{1}{4})$	4		that Viceroy's class), Costs END Only to	2
4u				Where He Wills:		5	Change Shape (+¼) Many Tentacles: Extra Limbs (6)	3
				Movement (any	4	5 7	Many Tentacles: Extra Limbs (6) Long Tentacles: Stretching 1", Reduced	U
1				any dimension)	4	,	Endurance (0 END; +½)	0
4u			<i>hasıng:</i> spirit n	Desolidification	4			3
4u				eleportation 13",	7	20	Perks	
			ing (+		4	30 10	150 points for Bases and Followers Fringe Benefit: Head of State	
			· ·			10	Time Delicit. Tread Of State	

Talents

3 At Home In The Water: Environmental Movement: Aquatic Movement (no penalties in water)

Skills

- 3 Interrogation 16-
- 3 AK: Domains Of Tyrannon 12-
- 2 KS: Blood Image Magic 11-
- 3 KS: Magic Styles 12-
- 1 KS: Mental Magic 8-
- 3 KS: Outer Planes 12-
- 3 KS: Plans Of Tyrannon 12-
- 4 Navigation (Dimensional) 13-
- 3 Oratory 16-
- 7 Power: Thaumaturgy 14-
- 3 Teamwork 14-

Total Powers & Skills Cost: 611

Total Cost: 924

200+ Disadvantages

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- 20 Unluck: 4d6
- 10 Vulnerability: 1½ x STUN from Area Energy Attacks (Common)
- 10 Vulnerability: 1½ x BODY from Area Energy Attacks (Common)
- 534 Experience Points

		RE	PTILE	VICEROY		6u	16) Dimensional Bridge: Extra-	
Val	Char	Cost	Roll	Notes			Dimensional Movement (any physical	
50	STR	40	19-	Lift 25 tons; 10d6 [5]			location in any dimension), Area Of	
24	DEX	42	14-	OCV: 8/DCV: 8			Effect (One Hex; $+\frac{1}{2}$), Continuous (+1),	
30	CON	40	15-				Reduced Endurance (0 END; +½), Usable	
20	BODY	20	13-				By Other (+¼); Gate (-½), Extra Time	
13	INT	3	12-	PER Roll 12-		_	(5 Minutes to activate; -1)	0
24	EGO	28	14-	ECV: 8		7u	17) Slow Time: Drain SPD 4d6, Ranged	_
35	PRE	25	16-	PRE Attack: 7d6			(+½), Reduced Endurance (½ END; +¼)	3
4	COM	-3	10-			6u	18) Age Change: Major Transform 3½d6	
							(any being or object into older/younger	
30	PD	20		Total: 30 PD (20 rPD			version of itself; heals via the application	
30	ED	24		Total: 30 ED (20 rED			of any chronal manipulation power),	6
6	SPD	26		Phases: 2, 4, 6, 8, 10, 1	12	5u	Improved Result Group (+¼) 19) <i>Time Sight:</i> Clairsentience (Sight	0
	REC	8				Su	Group and Mystic Awareness),	
	END	20	m . 1		•••		Precognition, Retrocognition, Reduced	
60	STUN	0	Total	Characteristics Cost: 2	293		Endurance (½ END; +¼); Precognition	
Morr		D	nina.	6"/12"			and Retrocognition Only (-½)	3
MOV	ement:		ınıng: ht: 5"/	6"/12"		31	Bite: HKA 1½d6 (3d6+1 with STR), Redu	
				ion: 13"/26"			Endurance (½ END; +¼)	1
		1010	portat	1011. 13 /20		9	Dimensional Bridge Anchor: Uncontrolled	
Cost	Power	rs		FI	ND		(until anchor-disk broken; +½) for Dimen-	
146			Niohtv	Magic: Multipower,			sional Bridge; OAF Bulky (disk inlaid with	
110	146-pc			in gree in talling o mer,			images of Tyrannon; -1½)	0
8u				non: Energy Blast		20	Tyrannon's Toughness: Damage	
				lurance (½ END; +¼)	3		Resistance (20 PD/20 ED)	0
8u				: Ego Attack 6½d6,		5	Tyrannon's Toughness: Lack of Weakness	
	Reduc	ed En	duranc	ce (½ END; +¼)	3	_	(-5) for Normal Defenses	0
8u	3) <i>Ha</i>	nd Of	Tyranı	non: Telekinesis		5	Tyrannon's Pitiless Gaze: Sight Group	0
				(+1), Reduced		1.5	Flash Defense (5 points)	0
				O; +¼)	3	15	Tyrannon's Invincible Ego: Mental	0
8u				non: Energy Blast		15	Defense (20 points total)	0
				lidified (+½)	8	15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
8u				non: Entangle 5d6,		90	Tyrannon's Godhood: Life Support (Total,	U
				olidified (+½), Cannot	0	70	including full Immunity as described in	
0				eleportation (+¼)	8		Galactic Champions and Longevity:	
8u				non: Dispel Magic			Immortality)	0
			o, any 1v e (+½)	Magic power or spell	8	10	Mystic Awareness: Detect Magic 12-	
8u				of Tyrannon: RKA	O		(Sight Group), Discriminatory	0
ou				1), Does BODY (+1),		22	One Will In Many Bodies: Mind Link,	
	Conti			1), Does Dob1 (+1),	8		specific group of up to 16 forms of	
3u				ion: Summon 400-point			Tyrannon, any distance, any dimension,	
				ne (One Turn; -1¼)	8		Psychic Bond; Only With Others Who	
4u		•		yrannon: Force Field			Have Mind Link (-1)	0
				wer Defense), Hardened	l	29	Tyrannon's Malleable Form: Shape Shift	
	$(+\frac{1}{4}),$	Reduc	ed End	urance (½ END; +¼)	1		(Sight and Touch Groups, any shapes of	
3u	10) Se	econd S	Shield (Of Tyrannon: Missile			that Viceroy's class), Costs END Only to	_
	Deflec	tion (a	all Ran	ged attacks), +5 OCV	0	20	Change Shape (+ ¹ / ₄)	3
4u				Of Tyrannon: Suppress		20	Tyrannon Ignores Gravity: Flight 5",	
				any Magic power or			Reduced Endurance (0 END; +½),	0
			a time		4		Persistent (+½)	0
4u				s Where He Wills:			Perks	
				l Movement (any		30	150 points for Bases and Followers	
				n any dimension)	4	10	Fringe Benefit: Head of State	
4u				: Desolidification	1		Talents	
4			spirit r		4	3	Absolute Time Sense	
4u				eleportation 13",	4	20	Danger Sense (self only, out of combat) 12	!-
Q11			ing (+	non: Energy Blast	4	20	2 miger dende (den diny, dut di combat) 12	
8u				(8" Radius; +1),				
				(8 Radius; +1), (+34), Personal		_	Skills	
					12	3	Interrogation 16-	
		-/ (,,, = 1	σ- (·-)		3	AK: Domains Of Tyrannon 12-	

- 2 KS: Blood Image Magic 11-
- 3 KS: Magic Styles 12-
- 3 KS: Outer Planes 12-
- 3 KS: Plans Of Tyrannon 12-
- 3 KS: Time Magic 12-
- 4 Navigation (Dimensional) 13-
- 3 Oratory 16-
- 7 Power: Thaumaturgy 14-
- 3 Teamwork 14-

Total Powers & Skills Cost: 631

Total Cost: 924

200+ Disadvantages

- 25 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per 5 Minutes (Very Common)
- Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 5 Physical Limitation: Large (4m tall; -2 DCV, +2 to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Greatly Limiting)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 10 Susceptibility: to environments colder than 40 degrees Fahrenheit, Drain DEX 1d6 per Turn (Uncommon)
- 20 Unluck: 4d6
- 5 Vulnerability: 1½ x STUN from Cold attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Cold attacks (Uncommon)
- 534 Experience Points

		T	REE V	ICEROY		6u	16) Dimensional Bridge: Extra-	
Val	Char	Cost	Roll	Notes			Dimensional Movement (any physical	
50	STR	40	19-	Lift 25 tons; 10d6 [5]			location in any dimension), Area Of	
	DEX	42	14-	OCV: 8/DCV: 8			Effect (One Hex; $+\frac{1}{2}$), Continuous (+1),	
30	CON	40	15-	OCV. 6/DCV. 6			Reduced Endurance (0 END; +½), Usable	
	BODY	20	13-				By Other $(+\frac{1}{4})$; Gate $(-\frac{1}{2})$, Extra Time	
	INT	3		DED Doll 12			(5 Minutes to activate; -1)	0
			12-	PER Roll 12-		6u	17) Animate Plants: Telekinesis (20 STR),	
	EGO	28	14-	ECV: 8		04	Area Of Effect (16" Radius; +1½), Selective	
	PRE	25	16-	PRE Attack: 7d6			(+¼), Reduced Endurance (½ END; +¼);	
4	COM	-3	10-				OIF (sufficient quantity and type of plants	
2.0	DD	20		E . 1 20 DD /20 DD	`		of opportunity; -½)	4
	PD	20		Total: 30 PD (20 rPD		8u	18) <i>Command Plants:</i> Mind Control	1
	ED	24		Total: 30 ED (20 rED		ou	13d6 (Plant group of minds), Reduced	
6	SPD	26		Phases: 2, 4, 6, 8, 10, 1	12		Endurance (½ END; +¼)	3
	REC	8				9	Dimensional Bridge Anchor: Uncontrolled	5
	END	20				9	(until anchor-disk broken; +½) for Dimen-	
60	STUN	0	Total	Characteristics Cost: 2	293		sional Bridge; OAF Bulky (disk inlaid with	
								Λ
Mov	ement:		ning:			20	images of Tyrannon; -1½)	0
			ht: 5"/			20	Tyrannon's Toughness: Damage	0
		Tele	portati	ion: 13"/26"		_	Resistance (20 PD/20 ED)	0
						5	Tyrannon's Toughness: Lack of Weakness	0
Cost	Power	'S		EI	ND	_	(-5) for Normal Defenses	0
146				Magic: Multipower,		5	Tyrannon's Pitiless Gaze: Sight Group	0
	146-pc					1.5	Flash Defense (5 points)	0
8u				non: Energy Blast		15	Tyrannon's Invincible Ego: Mental	0
	13d6, l	Reduc	ed End	lurance (½ END; +¼)	3	1.5	Defense (20 points total)	0
8u	2) <i>Ire</i>	Of Ty	rannon	: Ego Attack 6½d6,		15	Tyrannon's Mystic Fortitude: Power	
	Reduc	ed En	duranc	e (½ END; +¼)	3		Defense (15 points)	0
8u	3) <i>Ha</i>	nd Of	Tyranı	ion: Telekinesis		90	Tyrannon's Godhood: Life Support (Total,	
	(24 ST	'R), B0	DECV	(+1), Reduced			including full Immunity as described in	
	Endur	ance (½ ENI	$(); +\frac{1}{4})$	3		Galactic Champions and Longevity:	
8u	4) Mi	ght Of	Tyranı	non: Energy Blast			Immortality)	0
	11d6,	Affects	s Desol	idified (+½)	8	27	Tropisms: Spatial Awareness (no Sense	
8u				non: Entangle 5d6,			Group), Range	0
				olidified (+½), Cannot		10	Mystic Awareness: Detect Magic 12-	
				eleportation (+1/4)	8		(Sight Group), Discriminatory	0
8u				ion: Dispel Magic		22	One Will In Many Bodies: Mind Link,	
				Tagic power or spell			specific group of up to 16 forms of	
			e (+ ¹ / ₄)		8		Tyrannon, any distance, any dimension,	
8u	7) De	adly W	/rath O	f Tyrannon: RKA			Psychic Bond; Only With Others Who	
				1), Does BODY (+1),			Have Mind Link (-1)	0
	Conti				8	29	Tyrannon's Malleable Form: Shape Shift	
3u				on: Summon 400-point			(Sight and Touch Groups, any shapes of	
				ne (One Turn; -1¼)	8		that Viceroy's class), Costs END Only to	
4u				rannon: Force Field			Change Shape (+¼)	3
				wer Defense), Hardened		20	Tyrannon Ignores Gravity: Flight 5",	
				urance (½ END; +¼)	1		Reduced Endurance (0 END; +½),	
3u				Of Tyrannon: Missile			Persistent (+½)	0
				ged attacks), +5 OCV	0	5	Grow Branches, Roots, And Vines: Extra	
4u				Of Tyrannon: Suppress			Limbs (thousands), Inherent (+1/4); No	
				any Magic power or			Fine Manipulation (-1/4)	0
			i time (4	15	Extend Branches, Roots, And Vines:	
4u				Where He Wills:	_		Stretching 3", Reduced Endurance (0	
	-		_	Movement (any			END; +½); Only With Extra Limbs (-½)	0
				any dimension)	4		Perks	
4u				Desolidification	-	20		
14			spirit n		4	30	150 points for Bases and Followers	
4u				eleportation 13",	•	10	Fringe Benefit: Head of State	
14			$\sin (+1)$		4		Talents	
8u				non: Energy Blast	1	3	Thicketmaster: Environmental Movement:	:
ou				(8" Radius; +1),			no penalties to combat or movement from	
				(* Radius, +1), (+3/4), Personal			dense vegetation	0
					12		S	
		cy (¬	/±/, ±1	1141150 (/2)				

Skills

- 6 Concealment 16-; Only In Forests/Dense Vegetation (-½)
- 3 Interrogation 16-
- 3 AK: Domains Of Tyrannon 12-
- 2 KS: Blood Image Magic 11-
- 3 KS: Magic Styles 12-
- 3 KS: Outer Planes 12-
- 3 KS: Plans Of Tyrannon 12-
- 2 KS: Plant Magic 11-
- 4 Navigation (Dimensional) 13-
- 3 Oratory 16-
- 7 Power: Thaumaturgy 14-
- 3 SS: Botany 13-
- 3 Teamwork 14-

Total Powers & Skills Cost: 631

Total Cost: 924

200+ Disadvantages

- 25 Dependence: must remain in Thulkos (or near a wormhole to it) or suffer 3d6 damage per 5 Minutes (Very Common)
- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 5 Physical Limitation: Large (4m tall; -2 DCV, +2 to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Greatly Limiting)
- 25 Psychological Limitation: Driven To Dominate All The Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced Of His Utter Superiority (Very Common, Total)
- 10 Susceptibility: to herbicides, 1d6 damage per Turn of exposure (Uncommon)
- 20 Unluck: 4d6
- 5 Vulnerability: 1½ x STUN from Death/Disease-based Attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Death/Disease-based Attacks (Uncommon)
- 534 Experience Points

TYRANNON'S EMISSARY FORMS

	AVIAN EMISSARY									
Val	Char	Cost	Roll	Notes						
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]						
20	DEX	30	13-	OCV: 7/DCV: 7						
23	CON	26	14-							
10	BODY	0	11-							
10	INT	0	11-	PER Roll 11-						
20	EGO	20	13-	ECV: 7						
20	PRE	10	13-	PRE Attack: 4d6						
4	COM	-3	10-							
25	PD	18		Total: 25 PD (10 rPD)						
25	ED	20		Total: 25 ED (10 rED)						
5	SPD	20		Phases: 3, 5, 8, 10, 12						
15	REC	6								
46	END	0								
40	STUN	0	Total	Characteristics Cost: 172						

Movement: Running: 6"/12" Flight: 15"/60"

	Flight. 13 /00	
Cost	Powers	END
94	Tyrannon's Mighty Magic: Multipower,	
	94-point reserve	
6u	1) Power Of Tyrannon: Energy Blast 12d6	6
6u	2) Ire Of Tyrannon: Ego Attack 5d6,	
	Reduced Endurance (½ END; +¼)	2
6u	3) Hand Of Tyrannon: Telekinesis	
	(18 STR), BOECV (+1), Reduced	
	Endurance (½ END; +¼)	3
6u	4) Deadly Wrath Of Tyrannon: RKA	
	1d6, BOECV (+1), Does BODY (+1),	
	Continuous (+1)	6
6u	5) Banishment Of Tyrannon: Dispel	
	Magic 16d6, any Magic spell or power	
	one at a time $(+\frac{1}{4})$	6
6u	6) Tyrannon Goes Where He Wills:	
	Extra-Dimensional Movement (any	
	physical location, any dimension), x16	
	Increased Mass	6
3u	7) First Shield Of Tyrannon: Force Field	
	(8 PD/8 ED/5 Power Defense), Hardened	ł
	Defense (+¼), Reduced Endurance	
	$(\frac{1}{2} \text{ END}; +\frac{1}{4})$	1
3u	8) Second Shield Of Tyrannon: Missile	
	Deflection (all Ranged attacks), +5 OCV	0
3u	9) Astral Leap: Teleportation 10", Armor	
	Piercing $(+\frac{1}{2})$	3
10	Spiritual Substance: Damage Resistance	
	(10 PD/10 ED)	0
11	Mighty Will: Mental Defense	
_	(15 points total)	0
5	Mystic Defense: Power Defense (5 points) 0
29	Wings: Flight 15", x4 Noncombat	
	Movement, Reduced Endurance (½ END	
_	+¼); Restrainable (-½)	1
5	Mystic Awareness: Detect Magic 11-	_
	(Touch Group)	0

10 One Will In Many Bodies: Mind Link to parent Viceroy, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)

Perks

10 Fringe Benefit: Head of State

Skills

- 3 Interrogation 13-
- 1 KS: Air Magic 8-
- 2 KS: The Plans of Tyrannon 11-
- 3 Oratory 13-

Total Powers & Skills Cost: 228

Total Cost: 400

200+ Disadvantages

- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 20 Physical Limitation: Dispelled When Knocked Out (Frequently, Fully Limiting)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 25 Psychological Limitation: Driven to Dominate All the Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced of His Utter Superiority (Very Common, Total)
- 20 Susceptibility: to Entangles, Grab, or other restraints, 1d6 damage per Phase of restraint (Common)
- 15 Unluck: 3d6
- 25 Experience Points

	EARTH EMISSARY									
Val	Char	Cost	Roll	Notes						
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]						
20	DEX	30	13-	OCV: 7/DCV: 7						
23	CON	26	14-							
10	BODY	0	11-							
10	INT	0	11-	PER Roll 11-						
20	EGO	20	13-	ECV: 7						
20	PRE	10	13-	PRE Attack: 4d6						
4	COM	-3	10-							
25	PD	18		Total: 25 PD (10 rPD)						
25	ED	20		Total: 25 ED (10 rED)						
5	SPD	20		Phases: 3, 5, 8, 10, 12						
15	REC	6								
46	END	0								
40	STUN	0	Total	Characteristics Cost: 172						

Movement: Running: 6"/12"

Flight: 10"/20" Tunneling: 6"/12"

	14				
Cost	Powers I	END			
94	Tyrannon's Mighty Magic: Multipower,				
	94-point reserve				
6u	1) Power Of Tyrannon: Energy Blast 12d6	6			
6u	2) Ire Of Tyrannon: Ego Attack 5d6,				
	Reduced Endurance (½ END; +¼)	2			
6u	3) Hand Of Tyrannon: Telekinesis				
	(18 STR), BOECV (+1), Reduced				
	Endurance (½ END; +¼)	3			
6u	4) Deadly Wrath Of Tyrannon: RKA				
	1d6, BOECV (+1), Does BODY (+1),				
	Continuous (+1)	6			
6u	5) Banishment Of Tyrannon: Dispel				
	Magic 16d6, any Magic spell or power				
	one at a time $(+\frac{1}{4})$	6			
6u	6) Tyrannon Goes Where He Wills:				
	Extra-Dimensional Movement (any				
	physical location, any dimension), x16				
	Increased Mass	6			
3u	7) First Shield Of Tyrannon: Force Field				
	(8 PD/8 ED/5 Power Defense), Hardened	l			
	Defense (+1/4), Reduced Endurance				
	$(\frac{1}{2} \text{ END}; +\frac{1}{4})$	1			
3u	8) Second Shield Of Tyrannon: Missile				
	Deflection (all Ranged attacks), +5 OCV	0			
3u	9) Astral Leap: Teleportation 10", Armor	-			
	Piercing $(+\frac{1}{2})$	3			
10	Spiritual Substance: Damage Resistance				
	(10 PD/10 ED)	0			
11	Mighty Will: Mental Defense				
	(15 points total)	0			
5	Mystic Defense: Power Defense (5 points) 0			
30	Earth Passage: Tunneling 6" through				
	DEF 6 material	3			
5	Mystic Awareness: Detect Magic 11-				
	(Touch Group)	0			
10	One Will In Many Bodies: Mind Link				
	to parent Viceroy, any distance, any				
	dimension, Psychic Bond; Only With				
	Others Who Have Mind Link (-1)	0			

Skills

- 3 Interrogation 13-
- 2 KS: The Plans of Tyrannon 11-
- 3 Oratory 13-

Total Powers & Skills Cost: 228 Total Cost: 400

200+ Disadvantages

- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 20 Physical Limitation: Dispelled When Knocked Out (Frequently, Fully Limiting)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 25 Psychological Limitation: Driven to Dominate All the Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced of His Utter Superiority (Very Common, Total)
- 15 Unluck: 3d6
- 10 Vulnerability: 2 x STUN from Sonic/Vibration Attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Sonic/Vibration Attacks (Uncommon)
- 25 Experience Points

		F	IRE EN	MISSARY			Perks
Val	Char	Cost	Roll	Notes		10	Fringe
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]			Skills
20	DEX	30	13-	OCV: 7/DCV: 7		3	Interr
23	CON	26	14-			2	KS: TI
10	BODY		11-	DED D 11 44		3	Orato
10	INT	0	11-	PER Roll 11-			
20 20	EGO PRE	20 10	13- 13-	ECV: 7 PRE Attack: 4d6			Power
4	COM	-3	10-	FRE Attack. 400		Total	Cost:
-	001/1		10			200.	Disad
25	PD	18		Total: 25 PD (10 rPD)	200T	Enrag
25	ED	20		Total: 25 ED (10 rED)		(Com
5	SPD	20		Phases: 3, 5, 8, 10, 12		10	Hunte
15	REC	6				10	Hunte
46	END	0	Total	Chamastanistics Cost.	172	5	Hunte
40	STUN	0	Total	Characteristics Cost:	1/2		sion le
Mov	ement:	Rur	ning:	6"/12"		20	Physic
1,10			ht: 10'			10	Knocl
		0				10	Physicare M
Cost	Powe	rs		EI	ND		quent
26				A 1d6, Continuous		25	Psych
				d (+½), Reduced			nate A
				0; +½), Persistent (+½);	0		Total)
0.4				o STR Bonus (-½)	0	25	Psych
94	-	nons n int res		Magic: Multipower,			Utter
6u				non: Energy Blast 12d6	6	10	Susce
6u				: Ego Attack 5d6,	Ü		water,
				ce (½ END; +¼)	2		ments such a
6u				non: Telekinesis		15	Unluc
				(+1), Reduced		5	Vulne
_			½ ENI		3		Attacl
6u				of Tyrannon: RKA		5	Vulne
				Does BODY (+1),	6		Attacl
6u		nuous nichm		Tyrannon: Dispel	O	25	Exper
ou				agic spell or power		m 4 1	D: 1
	_	a time			6	iotai	Disad
6u				Where He Wills:			
				l Movement (any			
				ny dimension), x16			
		ased M		n n n 11	6		
3u			-	Syrannon: Force Field			
				er Defense), Hardened uced Endurance			
		ND; +⅓		uced Endurance	1		
3u				f Tyrannon: Missile			
				ged attacks), +5 OCV	0		
3u				leportation 10", Armor			
	Pierci	ng (+½	₂)		3		
4u			st: RK		4		
10				: Damage Resistance	0		
11		D/10 E		al Dafanca	0		
11		y wiii: oints to		al Defense	0		
5				wer Defense (5 points)	0		
5				Detect Magic 11-	•		
		h Grou		. 6	0		
10				Bodies: Mind Link			
				ny distance, any			
				Bond; Only With	_		
	()than	e Who	Harre	Mind Link (-1)	Λ		

Others Who Have Mind Link (-1)

0

ge Benefit: Head of State

- rogation 13-
- The Plans of Tyrannon 11-
- ory 13-

rs & Skills Cost: 228

400

dvantages

- ged: Berserk when "betrayed" nmon), go 14-, recover 11-
- ted: Istvatha V'han 8- (As Pow)
- ted: Skarn the Shaper 8- (As Pow)
- ted: assorted cosmic entities and dimenlords 11- (As Pow, Watching)
- ical Limitation: Dispelled When cked Out (Frequently, Fully Limiting)
- ical Limitation: Others' Magic Senses MegaScaled to Detect Tyrannon (Fretly; Slightly Limiting)
- hological Limitation: Driven to Domi-All the Multiverse (Very Common,
- hological Limitation: Convinced of His Superiority (Very Common, Total)
- eptibility: to being in vacuum, underr, or in other fire-suppressant environts, 1d6 damage per Turn character is in an environment (Uncommon)
- ck: 3d6
- erability: 11/2 x STUN from Water cks (Uncommon)
- erability: 11/2 x BODY from Water cks (Uncommon)
- rience Points

dvantage Points: 400

		FL	UID E	MISSARY
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
25	PD	18		Total: 25 PD (10 rPD)
25	ED	20		Total: 25 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
15	REC	6		
46	END	0		
40	STUN	0	Total	Characteristics Cost: 172

Movement: Running: 6"/12" Flight: 10"/20"

Cost Powers END Tyrannon's Mighty Magic: Multipower, 94-point reserve 1) Power Of Tyrannon: Energy Blast 12d6 6 6u 2) Ire Of Tyrannon: Ego Attack 5d6, 6u Reduced Endurance (½ END; +¼) 2 3) Hand Of Tyrannon: Telekinesis 6u (18 STR), BOECV (+1), Reduced Endurance (½ END; +¼) 4) Deadly Wrath Of Tyrannon: RKA 1d6, BOECV (+1), Does BODY (+1), Continuous (+1) 6 5) Banishment Of Tyrannon: Dispel Magic 16d6, any Magic spell or power one at a time $(+\frac{1}{4})$ 6 6) Tyrannon Goes Where He Wills: 6u Extra-Dimensional Movement (any physical location, any dimension), x16 Increased Mass 7) First Shield Of Tyrannon: Force Field 3u (8 PD/8 ED/5 Power Defense), Hardened Defense (+1/4), Reduced Endurance $(\frac{1}{2} END; +\frac{1}{4})$ 311 8) Second Shield Of Tyrannon: Missile Deflection (all Ranged attacks), +5 OCV 3u 9) Astral Leap: Teleportation 10", Armor Piercing $(+\frac{1}{2})$ 3 10) Fluid Movement: Swimming +20" 3u (22" total), x4 Noncombat Reduced Endurance (½ END; +¼) 2 10 Spiritual Substance: Damage Resistance (10 PD/10 ED) Mighty Will: Mental Defense 11 (15 points total) 5 Mystic Defense: Power Defense (5 points) 0 5 Mystic Awareness: Detect Magic 11-(Touch Group) 0 10 One Will In Many Bodies: Mind Link to parent Viceroy, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1) 27 Fluid Body: Desolidification (affected by cold, heat, or fire attacks); Cannot Pass

Through Solid Objects (-1/2)

Perks

- 10 Fringe Benefit: Head of State
 - Skills
- 3 Interrogation 13-
- 2 KS: The Plans of Tyrannon 11-
- 3 Oratory 13-

Total Powers & Skills Cost: 228

Total Cost: 400

200+ Disadvantages

- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 20 Physical Limitation: Dispelled When Knocked Out (Frequently, Fully Limiting)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 25 Psychological Limitation: Driven to Dominate All the Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced of His Utter Superiority (Very Common, Total)
- 15 Unluck: 3d6
- 10 Vulnerability: 1½ x STUN from Heat/Fire Attacks (Common)
- 10 Vulnerability: 1½ x BODY from Heat/Fire Attacks (Common)
- 25 Experience Points

Val Char

Cost

35	STR	25	16-	Lift 3,200 kg; 7d6 [3]			
20	DEX	30	13-	OCV: 7/DCV: 7			
23	CON	26	14-				
10	BODY	0	11-				
10	INT	0	11-	PER Roll 11-			
20	EGO	20	13-	ECV: 7			
20	PRE	10	13-	PRE Attack: 4d6			
4	COM	-3	10-				
25	PD	18		Total: 25 PD (10 rPD)		
25	ED	20		Total: 25 ED (10 rED			
5	SPD	20		Phases: 3, 5, 8, 10, 12	,		
15	REC	6		111110001 0,0,0,10,12			
	END	0					
40	STUN	0	Total	Characteristics Cost: 1	72		
		D		22/1022			
Move	ement:		ning: 6 nt: 15"/				
		riigi	11. 15	30			
Cost	Powers	-		EN	ID		
94	-			Magic: Multipower,			
_	94-poi			n ni calc			
6u				on: Energy Blast 12d6	6		
6u				Ego Attack 5d6,	_		
				e (½ END; +¼)	2		
6u	3) Har	ia Of	Lyrann	on: Telekinesis			
				+1), Reduced	2		
6	Endura				3		
6u				f Tyrannon: RKA			
	Contin			Does BODY (+1),	6		
6u				yrannon: Dispel	U		
ou				gic spell or power			
	one at			igic spen or power	6		
6u				Vhere He Wills:	Ü		
				Movement (any			
				ny dimension), x16			
	Increas	_		<i>''</i>	6		
3u	7) Firs	t Shiel	d Of Ti	vrannon: Force Field			
				r Defense), Hardened			
	Defens	e (+1/4), Redu	ced Endurance			
	(½ EN				1		
3u				Tyrannon: Missile			
				ged attacks), +5 OCV	0		
3u				eportation 10", Armor			
	Piercin				3		
10				Damage Resistance			
	(10 PD				0		
11				l Defense	0		
_	(15 points total) 0 Mystic Defense: Power Defense (5 points) 0						
5	Mystic	Defen	se: Pov	ver Defense (5 points)	0		
20 5	wings:	riigh	ι +10	(15" total) Detect Magic 11-	2		
J	(Touch			recei magic 11-	0		
10				odies: Mind Link	U		
10				ny distance, any			
				Bond; Only With			
				Mind Link (-1)	0		
10				g (normal STR)	0		
-			8-1-6	<i>G</i>	-		

INSECT EMISSARY

Notes

Roll

Perks

10 Fringe Benefit: Head of State

Skills

- 3 Interrogation 13-
- 2 KS: The Plans of Tyrannon 11-
- 3 Oratory 13-

Total Powers & Skills Cost: 228

Total Cost: 400

200+ Disadvantages

- Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 20 Physical Limitation: Dispelled When Knocked Out (Frequently, Fully Limiting)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 25 Psychological Limitation: Driven to Dominate All the Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced of His Utter Superiority (Very Common, Total)
- 20 Susceptibility: to Sight Group Darkness fields, 1d6 STUN per Phase Viceroy is within such area (Common)
- 15 Unluck: 3d6
- 25 Experience Points

		ОСТО)POII	D EMISSARY			Talents
Val	Char	Cost	Roll	Notes		3	At Home In The Water: Environmental
	STR	25	nu ii 16-	Lift 3,200 kg; 7d6 [3]		-	Movement: Aquatic Movement (no
	DEX	30	13-	OCV: 7/DCV: 7			penalties in water) 0
	CON	26	14-				Perks
10	BODY	0	11-			10	Fringe Benefit: Head of State
10	INT	0	11-	PER Roll 11-		10	
	EGO	20	13-	ECV: 7			Skills
	PRE	10	13-	PRE Attack: 4d6		3	Interrogation 13-
4	COM	-3	10-			2	KS: The Plans of Tyrannon 11-
25	DD	1.0		T . 1 25 DD (10 DD	.,	3	Oratory 13-
	PD	18		Total: 25 PD (10 rPD		Total	Powers & Skills Cost: 208
25 7	ED SPD	20		Total: 25 ED (10 rED			Cost: 400
	REC	40 6		Phs: 2, 4, 6, 7, 9, 11, 1	2	10141	
	END	0				200+	Disadvantages
40	STUN		Total	Characteristics Cost:	192	35	Enraged: Berserk when "betrayed"
							(Common), go 14-, recover 11-
Mov	ement:	Run	ning:	6"/12"		10	Hunted: Istvatha V'han 8- (As Pow)
		Flig	ht: 10'	'/20"		10	Hunted: Skarn the Shaper 8- (As Pow)
		Swi	mming	g: 2"/4"		5	Hunted: assorted cosmic entities and dimen-
							sion lords 11- (As Pow, Watching)
	Powe				ND	20	Physical Limitation: Dispelled When
94	-			Magic: Multipower,		10	Knocked Out (Frequently, Fully Limiting)
	-	int res		E DI (12 le		10	Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Fre-
6u				ion: Energy Blast 12d6	6		quently; Slightly Limiting)
6u				: Ego Attack 5d6, te (½ END; +¼)	2	25	Psychological Limitation: Driven to Domi-
6u				ion: Telekinesis	2	25	nate All the Multiverse (Very Common,
ou				(+1), Reduced			Total)
			½ ENI		3	25	Psychological Limitation: Convinced of His
6u				of Tyrannon: RKA			Utter Superiority (Very Common, Total)
				Does BODY (+1),		15	Unluck: 3d6
	Conti	nuous	(+1)		6	10	Vulnerability: 1½ x STUN from Area Energy
6u	5) <i>Ba</i>	nishme	ent Of	Tyrannon: Dispel			Attacks (Common)
				agic spell or power		10	Vulnerability: 1½ x BODY from Area
		a time			6	25	Energy Attacks (Common)
6u				Where He Wills:		25	Experience Points
				Movement (any		Total	Disadvantage Points, 400
		ased M		ny dimension), x16	6	IUtai	Disadvantage Points: 400
3u				<i>Tyrannon:</i> Force Field	O		
Ju				er Defense), Hardened			
	-			uced Endurance			
		ND; +½			1		
3u				f Tyrannon: Missile			
	Defle	ction (a	all Ran	ged attacks), +5 OCV	0		
3u				eportation 10", Armor			
		ng (+½			3		
10				: Damage Resistance			
1.1		D/10 E		.1 D . C	0		
11				al Defense	0		
5		oints to		wer Defense (5 points)	0		
5 2				Swimming +2"	U		
_	(4" tot		ciiiciii.	ownning 12	1		
5			eness:	Detect Magic 11-	•		
-		h Grou			0		
10				Bodies: Mind Link			
	to par	ent Vi	ceroy, a	ny distance, any			
			•	Bond; Only With			
				Mind Link (-1)	0		
5	Many	Tentac	cles: Ex	rtra Limbs (6)	0		

		REF	TILE	EMISSARY			Perks
Val	Char	Cost	Roll	Notes		10	Fringe Benefit: Head of State
	STR	25	16-	Lift 3,200 kg; 7d6 [3]			Skills
	DEX	30	13-	OCV: 7/DCV: 7		3	Interrogation 13-
	CON	26	14-			2	KS: The Plans of Tyrannon 11-
	BODY		11-	DED D. 11 11		3	Oratory 13-
	INT EGO	0 20	11- 13-	PER Roll 11- ECV: 7			
	PRE	10	13-	PRE Attack: 4d6			l Powers & Skills Cost: 228
4	COM	-3	10-	TRETHUCK. 140		Tota	l Cost: 400
						200+	- Disadvantages
	PD	18		Total: 25 PD (10 rPD		35	Enraged: Berserk when "betrayed"
25 5	ED SPD	20 20		Total: 25 ED (10 rED Phases: 3, 5, 8, 10, 12)		(Common), go 14-, recover 11-
	REC	6		Filases: 3, 3, 6, 10, 12		10	Hunted: Istvatha V'han 8- (As Pow)
	END	0				10 5	Hunted: Skarn the Shaper 8- (As Pow)
40	STUN	0	Total	Characteristics Cost: 1	172	3	Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
		D		c" (1 2 "		20	Physical Limitation: Dispelled When
Mov	ement:		ınıng: ht: 10	6"/12" "/20"			Knocked Out (Frequently, Fully Limiting)
		ring	,III. 10	720		10	Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Fre-
Cost	Power	rs		El	ND		quently; Slightly Limiting)
94				Magic: Multipower,		25	Psychological Limitation: Driven to Domi-
611	94-po			way Engray Plact 12d6	6		nate All the Multiverse (Very Common,
6u 6u				non: Energy Blast 12d6 n: Ego Attack 5d6,	O		Total)
ou				ce (½ END; +¼)	2	25	Psychological Limitation: Convinced of His
6u				non: Telekinesis		10	Utter Superiority (Very Common, Total) Susceptibility: to environments colder than
	(18 ST	(R), B	OÉCV	(+1), Reduced		10	40 degrees Fahrenheit, Drain DEX 1d6 per
				D; +½)	3		Turn (Uncommon)
6u				Of Tyrannon: RKA		15	Unluck: 3d6
				Does BODY (+1),	6	5	Vulnerability: 1½ x STUN from Cold attacks
6u	Contin			Tyrannon: Dispel	O	_	(Uncommon)
ou				lagic spell or power		5	Vulnerability: 1½ x BODY from Cold attacks
			e (+¹¼)		6	25	(Uncommon) Experience Points
6u				Where He Wills:			
				l Movement (any any dimension), x16		Tota	l Disadvantage Points: 400
	Increa			my difficusion), x10	6		
3u				Tyrannon: Force Field			
				er Defense), Hardened			
				uced Endurance			
2	(½ EN			of T	1		
3u				of Tyrannon: Missile aged attacks), +5 OCV	0		
3u				leportation 10", Armor	Ü		
	Pierci	ng (+½	<u>(2</u>)		3		
5u				rain SPD 3d6, Ranged			
25				durance (½ END; +¼)	2		
25 10				3d6+1 with STR) :: Damage Resistance	2		
10	(10 PI			. Dumage resistance	0		
11				al Defense	-		
	(15 pc	oints to	otal)		0		
5				ower Defense (5 points)	0		
5				Detect Magic 11-	0		
10	(Toucl			Bodies: Mind Link	0		
10				any distance, any			
				Bond; Only With			
				Mind Link (-1)	0		

		TI	REE EN	MISSARY
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
25	PD	18		Total: 25 PD (10 rPD)
25	ED	20		Total: 25 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
15	REC	6		
46	END	0		
40	STUN	0	Total	Characteristics Cost: 172
Mov	ement:	Run	ning:	6"/12"
		Flig	ht: 10°	'/20"

Cost Powers END Tyrannon's Mighty Magic: Multipower, 94-point reserve 1) Power Of Tyrannon: Energy Blast 12d6 6 6u 2) Ire Of Tyrannon: Ego Attack 5d6, 6u Reduced Endurance (½ END; +¼) 2 3) Hand Of Tyrannon: Telekinesis 6u (18 STR), BOECV (+1), Reduced Endurance (½ END; +¼) 3 4) Deadly Wrath Of Tyrannon: RKA 1d6, BOECV (+1), Does BODY (+1), Continuous (+1) 6 5) Banishment Of Tyrannon: Dispel Magic 16d6, any Magic spell or power one at a time $(+\frac{1}{4})$ 6 6) Tyrannon Goes Where He Wills: 6u Extra-Dimensional Movement (any physical location, any dimension), x16 Increased Mass 7) First Shield Of Tyrannon: Force Field 3u (8 PD/8 ED/5 Power Defense), Hardened Defense (+1/4), Reduced Endurance $(\frac{1}{2} END; +\frac{1}{4})$ 1 311 8) Second Shield Of Tyrannon: Missile Deflection (all Ranged attacks), +5 OCV 3u 9) Astral Leap: Teleportation 10", Armor Piercing $(+\frac{1}{2})$ 3 10 Spiritual Substance: Damage Resistance (10 PD/10 ED) 0 Mighty Will: Mental Defense 11 0 (15 points total) 5 Mystic Defense: Power Defense (5 points) Tropisms: Spatial Awareness (no Sense 27 0 Group), Range 5 Mystic Awareness: Detect Magic 11-(Touch Group) 0 10 One Will In Many Bodies: Mind Link to parent Viceroy, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1) 0

Perks

10 Fringe Benefit: Head of State

Talents

3 *Thicketmaster:* Environmental Movement: no penalties to combat or movement from dense vegetation

Skills

- 3 Interrogation 13-
- 2 KS: The Plans of Tyrannon 11-
- 3 Oratory 13-

Total Powers & Skills Cost: 228

Total Cost: 400

200+ Disadvantages

- 35 Enraged: Berserk when "betrayed" (Common), go 14-, recover 11-
- 10 Hunted: Istvatha V'han 8- (As Pow)
- 10 Hunted: Skarn the Shaper 8- (As Pow)
- 5 Hunted: assorted cosmic entities and dimension lords 11- (As Pow, Watching)
- 20 Physical Limitation: Dispelled When Knocked Out (Frequently, Fully Limiting)
- 10 Physical Limitation: Others' Magic Senses are MegaScaled to Detect Tyrannon (Frequently; Slightly Limiting)
- 25 Psychological Limitation: Driven to Dominate All the Multiverse (Very Common, Total)
- 25 Psychological Limitation: Convinced of His Utter Superiority (Very Common, Total)
- 10 Susceptibility: to herbicides, 1d6 damage per Turn of exposure (Uncommon)
- 15 Unluck: 3d6
- 5 Vulnerability: 1½ x STUN from Death/Disease-based Attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Death/Disease-based Attacks (Uncommon)
- 25 Experience Points

6

THE MORBANES

THE BLACK MAGICIAN

MORBANE

Blac	k Magio	: Multi	power,	City	Magic minor
speci	ialty				
1/-1	OI	01	D - II	81-4-	

νаі	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	3-	PRE Attack: 4d6
10	COM	0	11-	
10	PD	6		Total: 20 PD (10 rPD)
10	ED	6		Total: 20 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
35	STUN	6	Total	Characteristics Cost: 114

Movement: Running: 6"/12"

Cost Powers END

- Black Magic: Multipower, 60-point reserve; all slots Gestures (-1/4), Incantations (-1/4), Requires A Magic Roll (-1/2) 3u 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; $+\frac{1}{2}$); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-1/2) 0 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; $+\frac{1}{2}$); Gestures (-1/4), Incantations (-1/4), 0 Requires A Magic Roll (-1/2) 3) Spell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; $+\frac{1}{2}$); Gestures $(-\frac{1}{4})$, Incantations $(-\frac{1}{4})$,
- Reduced Endurance (0 END; +½);
 Gestures (-¼), Incantations (-¼),
 Requires A Magic Roll (-½) 0
 3u 5) Hellfire: Energy Blast 9d6, Reduced
 Endurance (½ END; +½); Gestures (-¼),

4) Touch Of Terror: Drain PRE 4d6,

0

Requires A Magic Roll (-1/2)

Roll (-½) 2
3u 6) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6

Incantations (-1/4), Requires A Magic

3u	7) Spell-Shattering: Dispel Magic 16d6,
	any Magic power one at a time $(+\frac{1}{4})$;
	Gestures (-1/4), Incantations (-1/4),
	Requires A Magic Roll (-1/2)
2u	8) Call Demonling: Summon four

- 8) *Call Demonling:* Summon four 233-point Demonlings (see *HERO System Bestiary*, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)
- 20 *Minor City Magic*: Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2u 1) Flaring Light Bulbs: Sight Group Flash 4d6, Area Of Effect (2" Radius; +1); IIF (light bulbs of opportunity; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2u 2) Wall Of Pavement: Force Wall (5 PD/5 ED; 3" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Only In Paved Areas (-¼), Requires A Magic Roll (-½)
- 1u 3) Pass Through Walls: Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)
- 2u 4) Travel Along Electric Lines: Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½) 4
- 2u 5) Draw Upon The Spirit Of The City: Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1u 6) *The City's Warning Whisper:* Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 15 Enchanted Mace: HKA 1d6 (1½d6 with STR), +2 STUN Multiplier (+½); OAF (-1) **plus** Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8]
- 12 Defensive Spells: Armor (4 PD/4 ED) 0 12 Enchanted Robes: Armor (6 PD/6 ED); OIF (-½) 0
- Spellsight: Detect Magic 13 (Sight Group), Discriminatory
 Darksight: Nightvision

Perks

8 Fringe Benefit: Membership (Morbane of DEMON)

Skills

- 9 +3 with Black Magic Multipower
- 3 Analyze Magic 13-
- 3 Concealment 13-
- 3 Conversation 13-
- 2 Cryptography 13-; Translation Only (-½)
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 261

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

	MORBANE	2,,	2) Ho's Soon This Momant Defense I wal-
1	MORBANE	2u	2) He's Seen This Moment Before: Luck 10d6; Only Once Per Battle (-0), Ges-
Blac	k Magic Multipower, Diviner minor specialty		tures (-¼), Incantations (-¼), Requires A
Val	Char Cost Roll Notes		Magic Roll (-½) 0
20	STR 10 13- Lift 400 kg; 4d6 [2]	1u	3) A View Of The Future: Clairsentience
	DEX 24 13- OCV: 6/DCV: 6	14	(Sight and Hearing Group), Precognition;
1	CON 16 13-		Gestures (-½), Incantations (-½),
1	BODY 0 11-		Requires A Magic Roll (-1/2), No
	INT 8 13- PER Roll 13-		Range (-½), Precognition Only (-1) 5
1	EGO 16 13- ECV: 6	15	Enchanted Mace: HKA 1d6 (1½d6
	PRE 10 3- PRE Attack: 4d6		with STR), +2 STUN Multiplier (+½);
10	COM 0 11-		OAF (-1) plus Drain CON 1d6, Delayed
10	PD 6 Total: 20 PD (10 rPD)		Return Rate (points return at the rate
1	ED 6 Total: 20 ED (10 rED)		of 5 per Minute; +¼); OAF (-1),
4	SPD 12 Phases: 3, 6, 9, 12		Linked (-½), 8 Charges (-½) 2+[8]
8	REC 0	12	Defensive Spells: Armor (4 PD/4 ED) 0
36	END 0	12	Enchanted Robes: Armor (6 PD/6 ED);
35	STUN 6 Total Characteristics Cost: 114		OIF (-½) 0
	. P	3	Soul Gem: Mental Defense
Mov	rement: Running: 6"/12"		(9 points total); OIF $(-\frac{1}{2})$
Cost	Powers END	3	Soul Gem: Power Defense
30	Black Magic: Multipower, 60-point reserve;		(5 points); OIF (-½) 0
	all slots Gestures (-¼), Incantations (-¼),	10	Spellsight: Detect Magic 13-
	Requires A Magic Roll (-1/2)	_	(Sight Group), Discriminatory 0
3u	1) Domination: Mind Control 8d6,	5	Darksight: Nightvision 0
	Reduced Endurance (0 END; +½);		Perks
	Gestures (-¼), Incantations (-¼),	8	Fringe Benefit: Membership (Morbane of
	Requires A Magic Roll (-½) 0		DEMON)
3u	2) Befuddlement: Mental Illusions 8d6,		Skills
	Reduced Endurance (0 END; +½);	9	+3 with Black Magic Multipower
	Gestures (-¼), Incantations (-¼),	2	•
	Requires A Magic Roll (-½) 0	3	Analyze Magic 13-
3u	3) Spell Of Torment: Ego Attack 4d6,	3	Concealment 13-
	Reduced Endurance (0 END; +½);	3	Conversation 13-
	Gestures (-¼), Incantations (-¼),	2	Cryptography 13-; Translation Only (-½) High Society 13-
	Requires A Magic Roll (-½) 0	3	Interrogation 13-
3u	4) Touch Of Terror: Drain PRE 4d6,	3	CK: City Of Operation 13-
	Reduced Endurance (0 END; +½);	3	KS: Arcane And Occult Lore 13-
	Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0	5	KS: Greater Mysteries Of DEMON 15-
3u	5) <i>Hellfire</i> : Energy Blast 9d6, Reduced	3	Language: Latin (completely fluent)
Ju	Endurance (½ END; +¼); Gestures (-¼),	2	Language: another ancient language of GM's
	Incantations (-¼), Requires A Magic		choice (fluent conversation)
	Roll (-½) 2	3	Oratory 13-
3u	6) <i>Hellgate</i> : Teleportation 15", x16 Noncom-	13	Power: Magic 18-
	bat, x8 Increased Mass; Gestures (-1/4), Incan-	5	Soul Gem: +4 to Power: Magic Roll;
	tations (-¼), Requires A Magic Roll (-½) 6		OIF (-½)
3u	7) <i>Spell-Shattering</i> : Dispel Magic 16d6,	3	Stealth 13-
	any Magic power one at a time (+½);	5	Tactics 14-
	Gestures (-1/4), Incantations (-1/4),	5	Teamwork 14-
	Requires A Magic Roll (-½) 6	2	WF: Common Melee Weapons
2u	8) Call Demonling: Summon four	2	Weaponsmith (Muscle-Powered HTH) 13-
	233-point Demonlings (see HERO System	30	30 points' worth of Skills of the GM's choice
	Bestiary, page 51); Gestures (-1/4), Incanta-		(including those he developed as a Brother)
	tions (-¼), Requires A Magic Roll (-½),	_	In a glass and
	Extra Time (1 Turn; -1¼) 6		l Powers & Skills Cost: 261
25	Minor Divination: Multipower, 50-point	Tota	d Cost: 375
	reserve; all slots Gestures (-1/4), Incantations		
	(-¼), Requires A Magic Roll (-½)		
2u	1) One Step Out Of Phase: Desolidifica-		
	tion (affected by temporal/dimensional		
	attacks), Reduced Endurance (½ END;		
1	+¼); Gestures (-¼), Incantations (-¼),		
	Requires A Magic Roll (-½), Cannot		
	Pass Through Solid Objects (-1/2)		

2

Pass Through Solid Objects (-1/2)

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	1) Self Immolation: HKA 1d6, Damage
Blac	k Magi	c Mult	ipower	; Elementalist minor			Shield (does damage in HTH Combat; +3/4),
spec	_		•				Continuous (+1), Reduced Endurance (0
Val	Char	Cost	Roll	Notes			END; +½); Gestures (-¼), Incanta-
	STR	10	13-	Lift 400 kg; 4d6 [2]			tions (-¼), Requires A Magic Roll (-½),
	DEX	24	13-	OCV: 6/DCV: 6		2u	No STR Bonus (-½) 0 2) <i>Wall Of Stone</i> : Force Wall (5 PD/5 ED;
	CON	16	13-			Zu	4" long and 1" tall), Opaque; Gestures (-¼),
	BODY		11-	DED D . 11 12			Incantations (-¼), Requires A Magic
	INT EGO	8 16	13- 13-	PER Roll 13- ECV: 6			Roll (-½) 4
	PRE	10	3-	PRE Attack: 4d6		2u	3) Carried By The Winds: Flight 12",
	COM	0	11-	TRETHUCK. 400			Usable As An Attack (+1); Gestures (-1/4),
				H . 1 . 20 DD /10 DD			Incantations (-1/4), Requires A Magic
	PD	6		Total: 20 PD (10 rPD			Roll (-½) 5
	ED	6		Total: 20 ED (10 rED))	15	Enchanted Mace: HKA 1d6 (1½d6
4 8	SPD REC	12 0		Phases: 3, 6, 9, 12			with STR), +2 STUN Multiplier (+½);
	END	0					OAF (-1) plus Drain CON 1d6, Delayed
	STUN		Total	Characteristics Cost:	114		Return Rate (points return at the rate of 5 per Minute; +¼); OAF (-1),
							Linked (-½), 8 Charges (-½) 2+[8]
Mov	ement:	Rur	nning:	6"/12"		12	Defensive Spells: Armor (4 PD/4 ED) 0
Cost	Powe	rs		E	ND	12	Enchanted Robes: Armor (6 PD/6 ED);
30	Black	Magic:	Multip	oower, 60-point reserve;			OIF (-½)
	all slo	ts Gest	ures (-1	4), Incantations (-1/4),		3	Soul Gem: Mental Defense
				toll (-½)			(9 points total); OIF (-½) 0
3u				ind Control 8d6,		3	Soul Gem: Power Defense
				te (0 END; +½);			(5 points); OIF (-½) 0
				intations $(-\frac{1}{4})$,	0	10	Spellsight: Detect Magic 13-
211				Roll (-½) Montal Illusions 2d6	0	_	(Sight Group), Discriminatory 0
3u				Mental Illusions 8d6, te (0 END; +½);		5	Darksight: Nightvision 0
				intations $(-\frac{1}{4})$,			Perks
				Roll (-½)	0	8	Fringe Benefit: Membership (Morbane of
3u				t: Ego Attack 4d6,			DEMON)
	Redu	ced Én	duranc	e (0 END; +½);			Skills
				ntations (-¼),		9	+3 with Black Magic Multipower
_				Roll (-½)	0	3	Analyze Magic 13-
3u				: Drain PRE 4d6,		3	Concealment 13-
				te (0 END; +½);		3	Conversation 13-
				ntations (-¼), Roll (-½)	0	2	Cryptography 13-; Translation Only (-½)
3u	5) <i>He</i>	ollfire:	Enerov	Blast 9d6, Reduced	U	3	High Society 13-
Ju				D; $+\frac{1}{4}$); Gestures $(-\frac{1}{4})$,		3	Interrogation 13-
				Requires A Magic		3	CK: City Of Operation 13-
	Roll (2	3	KS: Arcane And Occult Lore 13-
3u	6) <i>He</i>	ellgate:	Telepo	ortation 15", x16 Nonco	m-	5	KS: Greater Mysteries Of DEMON 15-
				lass; Gestures (-¼), Inc	an-	3	Language: Latin (completely fluent)
_				res A Magic Roll (-½)	6	2	Language: another ancient language of GM's
3u				Dispel Magic 16d6,		3	choice (fluent conversation) Oratory 13-
				ne at a time $(+\frac{1}{4})$;		13	Power: Magic 18-
				ntations (-¼),	6	5	Soul Gem: +4 to Power: Magic Roll;
2u				Roll (-½) : Summon four	U		OIF (-½)
Zu				ings (see HERO System		3	Stealth 13-
				Gestures (-¼), Incanta-		5	Tactics 14-
				s A Magic Roll (-½),		5	Teamwork 14-
			(1 Turn		6	2	WF: Common Melee Weapons
24				Multipower, 49-point		2	Weaponsmith (Muscle-Powered HTH) 13-
				estures (-¼), Incantation	ns	30	30 points' worth of Skills of the GM's choice
	$(-\frac{1}{4}),$	Requir	es A M	lagic Roll (-½)			(including those he developed as a Brother)
						Tota	al Powers & Skills Cost: 261
							-

Total Powers & Skills Cost: 261 Total Cost: 375

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

Black Magic Multipower, Half-Born minor specialty Val Char Cost Roll 20 STR 10 13 Lift 400 kg 4d6 [2] 18 DEX 24 13 COV 6/DCV 6 18 CON 16 13 Lift 400 kg 4d6 [2] 18 CON 16 13 Lift 400 kg 4d6 [2] 18 EGO 16 13 ECV 6 24 PRE 14 14 PRE Attack 5d6 44 COM 3 10 Low 10 10 PD 6 Total: 20 PD (10 PPD) 10 ED 6 Total: 20 PD (10 PPD) 10 ED 6 Total: 20 ED (10 PED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 REC REC REC REC REC REC Red				MOR	BANE		15	Enchanted Mace: HKA 1d6 (1½d6
Specialty Val Char Cost Roll Notes	Blac	k Magid	: Mult					
Val Chiar Cost Roll Notes South Cost S	1	_	, ividit	ipowei	, mun bom minor			OAF (-1) plus Drain CON 1d6, Delayed
18 DEX 24 13			Cost	Roll	Notes			
18 DEX			10	13-				
18 CON 16 13- 13- 10 13- 15 15 15 15 15 15 15 1	1				•			
18 ENT	18	CON	16				12	
18 EGO	10	BODY	0	11-				
24 PRE	18	INT	8	13-	PER Roll 13-		3	
10	18	EGO	16	13-				
10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 37 STUN 6 Total Characteristics Cost: 115 Movement: Running: 6"/12" Cost Powers all slots Gestures (-\(\beta\)), Incantations (-\(\frac{\beta}{\beta}\)), Requires A Magic Roll (-\(\frac{\beta}{\beta}\)) 30 Black Magic: Multipower, 60-point reserve; all slots Gestures (-\(\beta\)), Incantations (-\(\frac{\beta}{\beta}\)), Requires A Magic Roll (-\(\frac{\beta}{\beta}\)) 31 1) Dominiation: Mind Control Sd6, Reduced Endurance (0 END; +\(\beta\)); Gestures (-\(\beta\)), Incantations (-\(\beta\)), Requires A Magic Roll (-\(\beta\)) 32 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +\(\beta\)); Gestures (-\(\beta\)), Incantations (-\(\beta\)), Requires A Magic Roll (-\(\beta\)) 32 3) 3 y Dell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +\(\beta\)); Gestures (-\(\beta\)), Incantations (-\(\beta\)), Requires A Magic Roll (-\(\beta\)) 32 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +\(\beta\)); Gestures (-\(\beta\)), Incantations (-\(\beta\)), Requires A Magic Roll (-\(\beta\)) 32 5) Hellfire: Energy Blast 9d6, Reduced Endurance (\(\beta\) END; +\(\beta\)); Gestures (-\(\beta\)), Incantations (-\(\beta\)), Requires A Magic Roll (-\(\beta\)) 32 6) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-\(\beta\)), Incantations (-\(\beta\)), Requires A Magic Roll (-\(\beta\)) 30 7) Spell-Shattering: Dispel Magic 16d6, any Magic power one at at time (+\(\beta\)); Gestures (-\(\beta\)), Incantations (-\(\beta\)), Requires (-\(\beta\)), Incantations (-\(\beta\)), Re	24	PRE	14		PRE Attack: 5d6		3	
10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 PD (10 rPD) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 115 5 Darksight: Nightvision 0 0 Perks 5 Darksight:	4	COM	-3	10-			10	
10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 37 STUN 6 Total Characteristics Cost: 115 Movement: Running: 6"/12" Cost Powers 20 Black Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 3) Spell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 5) Hellfyre: Energy Blast 9d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 50 Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 Requires A Magic Roll (-½) 6 Requires A Magic Roll (-½) 7 Spell-Shatering: Dispel Magic Ade, 20 Analyze Magic Indirect Analyze Magic Indirect Rompletely fluent) 1 The Life-Sapping Bast 9d6, Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¼) plus +15 STR, Linked (-½) 1 The Life-Sapping Energy Of The Qliphothic:	10	PD	6		Total: 20 PD (10 rPF))	10	1 0
4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 115 Movement: Running: 6"/12" Cost Powers 30 Black Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 3) Spell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 5) Hellfire: Energy Blast 9d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 6) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass, Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 7) Spell-Shattering: Dispel Magic 16d6, any Magic power one at a time (+¼): Gestures (-¾), Incantations (-¾), Requires A Magic Roll (-½) 32 8) Call Demonling: Summon four 233-point Demonlings (see HERO System Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn: 1-¼) 40 Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching (-¼) plus +15 STR, Linked (-½) 41 The Life-Sapping Energy Of The Qliphothic:	ı						E	
Service Powers Stills	I					,	3	Durksigni: Nightvision 0
Fringe Benefit: Membership (Morbane of DEMON)	1				111110001 0, 0, 2, 12			Perks
DEMON Skills Sk	1		0				8	Fringe Benefit: Membership (Morbane of
Cost Powers Sub Black Magic Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 3) Spell of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 0 0 0 0 0 0 0 0	1			Total	Characteristics Cost:	115		DEMON)
Cost Powers Sub Black Magic Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 3) Spell of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 0 0 0 0 0 0 0 0			D		c" (10"			Skills
Cost Powers 30 Black Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 3) Spell of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-½), Incantations (-¼), Requires A Magic Roll (-½) 33 5) Hellfire: Energy Blast 9d6, Reduced Endurance (½ END; +½); Gestures (-½), Incantations (-¼), Requires A Magic Roll (-½) 34 0) Hellfire: Energy Blast 9d6, Reduced Endurance (½ END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 35 (6) Hellgate: Teleportation 15°, x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 36 (1 (-½)) (2 (1 (-½)) (2 (1 (-½))) (3 (-½)) (4 (-	Mov	ement:	Kur	ınıng:	6 /12		9	
all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Spell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Spell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 5) Hellfire: Energy Blast 9d6, Reduced Endurance (½ END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5u 6) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6u 7) Spell-Shattering: Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5u 6) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6u 8) Call Demonlings (see HERO System Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6u Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching (-¼) plus +15 STR; Linked (-½) 10 The Life-Sapping Energy Of The Qliphothic:	Cost	Powe	rs		E	ND		
Requires A Magic Roll (-½) 3u 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Spell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 5) Hellfire: Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6au 7) Spell-Shattering: Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5u 6) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5u 7) Spell-Shattering: Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5u 8) Call Demonling: Summon four 233-point Demonlings (see HERO System Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 619 Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching (-¾) 10 The Life-Sapping Energy Of The Qliphothic:	30	Black .	Magic:	Multip	ower, 60-point reserve;			
3u 1) Domination: Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-½), Requires A Magic Roll (-½) 3u 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-½), Requires A Magic Roll (-½) 3u 3) Spell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-½), Requires A Magic Roll (-½) 3u 5) Hellfire: Energy Blast 9d6, Reduced Endurance (0 END; +½); Gestures (-½), Incantations (-¼), Requires A Magic Roll (-½) 3u 5) Hellfire: Energy Blast 9d6, Reduced Endurance (½ END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 6) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 7) Spell-Shattering: Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 8u 8) Call Demonling: Summon four 233-point Demonlings (see HERO System Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 619 Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching (-¼) plus tretching (-½), Plus Stretching (-¼) plus Stretching (-¼) plus Stretching (-¼) plus Stretching (-¼) plus +15 STR; Linked (-½) 10 The Life-Sapping Energy Of The Qliphothic:		all slot	ts Gest	ures (-	4), Incantations (-1/4),			
Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 2) Befuddlement: Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Spell Of Torment: Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) Touch Of Terror: Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 5) Hellfire: Energy Blast 9d6, Reduced Endurance (½ END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 6) Hellgate: Teleportation 15″, x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 7) Spell-Shattering: Dispel Magic Iofd6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5u 8) Call Demonlings Summon four 233-point Demonlings (see HERO System Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 7i Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching 1″, Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¾) plus +15 STR; Linked (-½) 10 The Life-Sapping Energy Of The Qliphothic:								
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2u 8) Call Demonling: Summon four 233-point Demonlings (see HERO System Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 19 Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching 1", Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¼) plus +15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:						6		
233-point Demonlings (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 19	211					O		
Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 19 Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching 1", Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¼) plus +15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:	2u							
tions (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 19 Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching 1", Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¼) plus +15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:								
Extra Time (1 Turn; -1¼) 6 19 Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching 1", Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¼) plus +15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:								
19 Tentacles: Extra Limbs, Inherent (+¼); Limited Manipulation (-¼) plus Stretching 1", Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¼) plus +15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:						6		
ited Manipulation (-¼) plus Stretching 1", Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¼) plus +15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:	19							
Reduced Endurance (0 END; +½); Linked (-½), No Noncombat Stretching (-¼) plus +15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:								
(-½), No Noncombat Stretching (-¼) plus +15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:								
+15 STR; Linked (-½) 1 10 The Life-Sapping Energy Of The Qliphothic:								
		+15 S'	TR; Li	nked (-	1/2)	1		
Drain BODY 1d6 1	10				iergy Of The Qliphothic			
		Drain	BOD	Y 1d6		1		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	2) Raise Skeleton: Summon 179-point
Black	k Magic	· Mult		r, Necromancer mino	r		Skeleton, Loyal (+½); Gestures (-¼),
speci			-po 01	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	•		Incantations (-1/4), Requires A Magic
	Char	Cost	Roll	Notes			Roll (-½), Must Have Bones Or Body
20	STR	10	13-	Lift 400 kg; 4d6 [2]		2	Present (-1) 5
	DEX	24	13-	OCV: 6/DCV: 6		2u	3) Raise Zombie: Summon 178-point
	CON	16	13-				Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic
	BODY		11-	DED D 11 12			Roll (-½), Must Have Body Present (-1) 5
	INT EGO	8 16	13- 13-	PER Roll 13- ECV: 6		15	Enchanted Mace: HKA 1d6 (1½d6
	PRE	10	13-	PRE Attack: 4d6			with STR), +2 STUN Multiplier (+½);
	COM	0	11-	TRETITION. 400			OAF (-1) plus Drain CON 1d6, Delayed
					- \		Return Rate (points return at the rate
10		6		Total: 20 PD (10 rP			of 5 per Minute; +½); OAF (-1),
	ED	6 12		Total: 20 ED (10 rE	D)	10	Linked (-½), 8 Charges (-½) 2+[8]
4 8	SPD REC	0		Phases: 3, 6, 9, 12		12	Enchanted Robes: Armor (6 PD/6 ED);
	END	0				3	OIF (-½) 0 Soul Gem: Mental Defense
	STUN	6	Total	Characteristics Cost	114	3	(9 points total); OIF (-½)
Μ		D		c"/12"		3	Soul Gem: Power Defense
Mov	ement:	Kur	nning:	6"/12"			(5 points); OIF (-½) 0
Cost	Power	rs			END	10	Spellsight: Detect Magic 13-
30				power, 60-point reserv	e;		(Sight Group), Discriminatory 0
				4), Incantations (-1/4),		5	Darksight: Nightvision 0
2				Roll (-½)			Perks
3u				find Control 8d6,		8	Fringe Benefit: Membership (Morbane of
				te $(0 \text{ END}; +\frac{1}{2});$ antations $(-\frac{1}{4}),$			DEMON)
				Roll (-½)	0		Skills
3u				Mental Illusions 8d6,	Ü	9	+3 with Black Magic Multipower
				ce (0 END; +½);			• •
	Gestu	res (-½	4), Inca	antations (-1/4),		3	Analyze Magic 13-
				Roll (-½)	0	3	Concealment 13-
3u				t: Ego Attack 4d6,		3 2	Conversation 13- Cryptography 13-; Translation Only (-½)
				te (0 END; +½);		3	High Society 13-
				ntations (-¼),	0	3	Interrogation 13-
3u				Roll (-½) :: Drain PRE 4d6,	U	3	CK: City Of Operation 13-
Ju				ce (0 END; +½);		3	KS: Arcane And Occult Lore 13-
				intations $(-\frac{1}{4})$,		5	KS: Greater Mysteries Of DEMON 15-
				Roll (-½)	0	3	Language: Latin (completely fluent)
3u				Blast 9d6, Reduced		2	Language: another ancient language of GM's
); +¼); Gestures (-¼)	,	2	choice (fluent conversation)
			s (-¼),]	Requires A Magic	2	3 13	Oratory 13- Power: Magic 18-
2	Roll (-		Т.1		2	5	Soul Gem: +4 to Power: Magic Roll;
3u				ortation 15", x16 Nonc Iass; Gestures (-¼), In			OIF (-½)
				res A Magic Roll (-½)		3	Stealth 13-
3u				: Dispel Magic 16d6,		5	Tactics 14-
				one at a time $(+\frac{1}{4})$;		5	Teamwork 14-
	Gestu	res (-½	4), Inca	ntations (-1/4),		2	WF: Common Melee Weapons
				Roll (-½)	6	2	Weaponsmith (Muscle-Powered HTH) 13-
2u				: Summon four		30	30 points' worth of Skills of the GM's choice (including those he developed as a Brother)
				ings (see HERO Syster			(including those he developed as a brother)
				Gestures (-¼), Incanta	1-	Tota	ll Powers & Skills Cost: 261
			(1 Turr	es A Magic Roll (-½),	6		ll Cost: 375
27				i, -1 /4) ipower, 54-point resei			
_,				·¼), Incantations (-¼)			
				Roll (-½)			
2u				Undead: Mind Contro	ol		
), Incantations (-¼),			
				Roll (-½), Only Versus			
	Undea	ad (-1)			5		

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	1) Peek Through The Dimensions: Clairsen-	-
Blacl	Black Magic Multipower, Other-Worlder minor						tience (Sight and Hearing Group), Dimen-	
speci	•						sional (single other dimension, defined when the power is bought); Gestures (-¼),	
l	Char	Cost	Roll	Notes			Incantations (-¼), Requires A Magic	
	STR DEX	10 24	13-	Lift 400 kg; 4d6 [2]				4
	CON	16	13- 13-	OCV: 6/DCV: 6		2u	2) Other-Worldly Movement: Extra-	
1	BODY		11-				Dimensional Movement (any location in	
	INT	8	13-	PER Roll 13-			a single dimension), x8 Increased Mass;	
	EGO	16	13-	ECV: 6			Gestures (-1/4), Incantations (-1/4), Requires	
20	PRE	10	13-	PRE Attack: 4d6		_	8	4
10	COM	0	11-			2u	3) A Quick Getaway: Extra-Dimensional	
10	PD	6		Total: 20 PD (10 rPD)			Movement (any location in a single	
	ED	6		Total: 20 ED (10 rED)			dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires	
4	SPD	12		Phases: 3, 6, 9, 12				4
8	REC	0				2u	4) A Quick Trip: Teleportation 12", x8	-
36	END	0					Increased Mass; Gestures (-1/4), Incanta-	
35	STUN	6	Total	Characteristics Cost: 1	14			4
Move	ement:	Rur	nning:	6"/12"		1u	5) Summon Other-Worldly Denizen I:	
			8		_		Summon 200-point other-worldly denizen	
	Powe		N. J 142.	EN	U		(choose one type); Gestures (-¼), Incanta-	
30				power, 60-point reserve; 4), Incantations (-¼),			tions (-¼), Requires A Magic Roll (-½),	4
				koll (-½)		1u	Extra Time (1 Turn; -1¼) 6) Summon Other-Worldly Denizen II:	4
3u			0	ind Control 8d6,		Tu	Summon 200-point other-worldly denizen	
				ce (0 END; +½);			(choose different type); Gestures (-¼),	
				intations (-1/4),			ncantations (-1/4), Requires A Magic	
				` '	0			4
3u	-			Mental Illusions 8d6,		15	Enchanted Mace: HKA 1d6 (11/2d6	
				te (0 END; +½);			with STR), +2 STUN Multiplier (+½);	
				intations (-¼),	Λ		OAF (-1) plus Drain CON 1d6, Delayed	
3u	_		-	Roll (-½) et: Ego Attack 4d6,	0		Return Rate (points return at the rate	
Ju				$e (0 \text{ END}; +\frac{1}{2});$			of 5 per Minute; +¼); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8	21
				intations $(-\frac{1}{4})$,		12		0
					0	12	Enchanted Robes: Armor (6 PD/6 ED);	
3u	4) To	uch Of	Terror	: Drain PRE 4d6,				0
				$e (0 END; +\frac{1}{2});$		3	Soul Gem: Mental Defense	
				intations (-¼),			` 1	0
2				(/2)	0	3	Soul Gem: Power Defense	0
3u				Blast 9d6, Reduced D; +¼); Gestures (-¼),		10	· 1	0
				Requires A Magic		10	Spellsight: Detect Magic 13- (Sight Group), Discriminatory	0
	Roll (, (/4/,)	_	2	5		0
3u			Telepo	ortation 15", x16 Noncon				•
				Iass; Gestures (-¼), Incar		0	Perks	
	tation	s (-1/4)	, Requi	res A Magic Roll (-1/2)	6	8	Fringe Benefit: Membership (Morbane of	
3u				: Dispel Magic 16d6,			DEMON)	
				ne at a time $(+\frac{1}{4})$;			Skills	
				intations (-¼),	_	9	+3 with Black Magic Multipower	
2				` '	6	3	Analyze Magic 13-	
2u				Summon four		3	Concealment 13-	
				ings (see HERO System Gestures (-¼), Incanta-		3	Conversation 13-	
				s A Magic Roll (-½),		2	Cryptography 13-; Translation Only (-½)	
			(1 Turr		6	3	High Society 13-	
20				:: Multipower, 40-point		3	Interrogation 13-	
				estures (-1/4), Incantations	s	3	CK: City Of Operation 13-	
	$(-\frac{1}{4}),$	Requir	es A M	Iagic Roll (-½)				

- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 *Soul Gem:* +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (1½d6
Rlac	k Magic	· Mult	inower	; Summoner minor			with STR), $+2$ STUN Multiplier ($+\frac{1}{2}$);
spec	_	Wiuii	ipowci	, summoner minor			OAF (-1) plus Drain CON 1d6, Delayed
	Char	Cost	Roll	Notes			Return Rate (points return at the rate
	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
	DEX	24	13-	OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]
	CON			OCV. O/DCV. O		12	Defensive Spells: Armor (4 PD/4 ED) 0
		16	13-			12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY		11-	DED Dall 12			OIF $(-\frac{1}{2})$ 0
1	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6			(9 points total); OIF (-½)
	PRE	10	13-	PRE Attack: 4d6		3	Soul Gem: Power Defense
10	COM	0	11-				(5 points); OIF (-½)
10	PD	6		Total: 20 PD (10 rPD))	10	Spellsight: Detect Magic 13-
10	ED	6		Total: 20 ED (10 rED)			(Sight Group), Discriminatory 0
4	SPD	12		Phases: 3, 6, 9, 12		5	Darksight: Nightvision 0
8	REC	0		, , ,			Perks
36	END	0				0	
35	STUN	6	Total	Characteristics Cost: 1	14	8	Fringe Benefit: Membership (Morbane of
							DEMON)
Mov	ement:	Rui	nning:	6"/12"			Skills
Cost	Power	rs		EN	ID	9	+3 with Black Magic Multipower
30	Black I	Magic:	: Multii	oower, 60-point reserve;		2	Analysis 12
				4), Incantations (-¼),		3	Analyze Magic 13-
				coll (-½)		3	Concealment 13-
3u				ind Control 8d6,		3	Conversation 13-
"				e (0 END; +½);		2	Cryptography 13-; Translation Only (-½)
				intations $(-\frac{1}{4})$,		3	High Society 13-
				Roll (-½)	0	3	Interrogation 13-
3u				Mental Illusions 8d6,	-	3	CK: City Of Operation 13-
				e (0 END; +½);		3	KS: Arcane And Occult Lore 13-
				ntations (-¼),		5	KS: Greater Mysteries Of DEMON 15-
				Roll (-½)	0	3	Language: Latin (completely fluent)
3u				t: Ego Attack 4d6,		2	Language: another ancient language of GM's
				e (0 END; +½);		2	choice (fluent conversation)
				ntations (-¼),		3 13	Oratory 13-
				Roll (-½)	0		Power: Magic 18-
3u				: Drain PRE 4d6,		5	Soul Gem: +4 to Power: Magic Roll;
				e (0 END; +½);		3	OIF (-½) Stealth 13-
				ntations (-¼),		_	Tactics 14-
				Roll (-½)	0	5 5	Teamwork 14-
3u				Blast 9d6, Reduced		2	WF: Common Melee Weapons
); +¼); Gestures (-¼),		2	Weaponsmith (Muscle-Powered HTH) 13-
	Incant	ations	s (-1/4),]	Requires A Magic		30	30 points' worth of Skills of the GM's choice
	Roll (-	1/2)		-	2	30	(including those he developed as a Brother)
3u	6) He	llgate:	Telepo	ortation 15", x16 Noncor	m-		(merdanig those he developed as a brother)
				Iass; Gestures (-¼), Inca		Tota	al Powers & Skills Cost: 261
	tations	s (-1/4)	, Requi	res A Magic Roll (-1/2)	6		al Cost: 375
3u	7) Spe	ell-Sha	ittering:	Dispel Magic 16d6,		100	ar Cost. 373
	any M	agic p	ower o	ne at a time $(+\frac{1}{4})$;			
				ntations (-¼),			
				Roll (-½)	6		
2u				Summon four			
				ings (see HERO System			
				Gestures (-¼), Incanta-			
				s A Magic Roll (-½),			
			(1 Turr		6		
30				iling: Summon 250-			
				Slavisly Loyal (+1),			
				(+1); Gestures (-½),			
1				Extra Time (1 Hour:			

15

Incantations (-½), Extra Time (1 Hour;

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
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- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

MORBANE	15	Enchanted Mace: HKA 1d6 (11/2d6
Black Magic Multipower, Thaumaturge minor		with STR), +2 STUN Multiplier (+½); OAF (-1) plus Drain CON 1d6, Delayed
specialty		Return Rate (points return at the rate
Val Char Cost Roll Notes 20 STR 10 13- Lift 400 kg; 4d6 [2]		of 5 per Minute; +1/4); OAF (-1),
20 STR 10 13- Lift 400 kg; 4d6 [2] 18 DEX 24 13- OCV: 6/DCV: 6		Linked (-½), 8 Charges (-½) 2+[8]12
18 CON 16 13-	10	Defensive Spells: Armor (4 PD/4 ED) 0
10 BODY 0 11-	12	Enchanted Robes: Armor (6 PD/6 ED);
18 INT 8 13- PER Roll 13-	3	OIF (-½) 0 Soul Gem: Mental Defense
18 EGO 16 13- ECV: 6	3	(9 points total); OIF (-½)
20 PRE 10 13- PRE Attack: 4d6	3	Soul Gem: Power Defense
10 COM 0 11-	5	(5 points); OIF (-½) 0
10 PD 6 Total: 20 PD (10 rPD)	10	Spellsight: Detect Magic 13-
10 ED 6 Total: 20 ED (10 rED)	,	(Sight Group), Discriminatory 0
4 SPD 12 Phases: 3, 6, 9, 12	5	Darksight: Nightvision 0
8 REC 0		Perks
36 END 0	8	Fringe Benefit: Membership (Morbane of
35 STUN 6 Total Characteristics Cost: 1	14	DEMON)
Movement: Running: 6"/12"		Skills
Cost Powers EN	ID 9	+3 with Black Magic Multipower
30 Black Magic: Multipower, 60-point reserve;	_	Analyze Magic 13-
all slots Gestures (-¼), Incantations (-¼),	3	Concealment 13-
Requires A Magic Roll (-1/2)	3	Conversation 13-
3u 1) Domination: Mind Control 8d6,	2	Cryptography 13-; Translation Only (-½)
Reduced Endurance (0 END; +½);	3	High Society 13-
Gestures (-¼), Incantations (-¼),	3	Interrogation 13-
Requires A Magic Roll (-½) 3u 2) Befuddlement: Mental Illusions 8d6,	0 3	CK: City Of Operation 13-
Reduced Endurance (0 END; +½);	3	KS: Arcane And Occult Lore 13-
Gestures (-¼), Incantations (-¼),	5	KS: Greater Mysteries Of DEMON 15-
	0 $\frac{3}{2}$	Language: Latin (completely fluent)
3u 3) Spell Of Torment: Ego Attack 4d6,	0 2	Language: another ancient language of GM's choice (fluent conversation)
Reduced Endurance (0 END; +½);	3	Oratory 13-
Gestures (-1/4), Incantations (-1/4),	13	Power: Magic 18-
	0 5	Soul Gem: +4 to Power: Magic Roll;
3u 4) Touch Of Terror: Drain PRE 4d6,		OIF (-½)
Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼),	3	Stealth 13-
	0 5	Tactics 14-
3u 5) <i>Hellfire</i> : Energy Blast 9d6, Reduced	3	Teamwork 14-
Endurance (½ END; +¼); Gestures (-¼),	2 2	WF: Common Melee Weapons Weaponsmith (Muscle-Powered HTH) 13-
Incantations (-¼), Requires A Magic	30	30 points' worth of Skills of the GM's choice
Roll (-½)	2	(including those he developed as a Brother)
3u 6) Hellgate: Teleportation 15", x16 Noncon		(
bat, x8 Increased Mass; Gestures (-¼), Inca	10	tal Powers & Skills Cost: 262
	6 To	tal Cost: 376
3u 7) Spell-Shattering: Dispel Magic 16d6, any Magic power one at a time (+½);		
Gestures (-¼), Incantations (-¼),		
	6	
2u 8) Call Demonling: Summon four		
233-point Demonlings (see HERO System		
Bestiary, page 51); Gestures (-1/4), Incanta-		
tions (-¼), Requires A Magic Roll (-½),		
` ' '	6	
31 Minor Thaumaturgy: Variable Power		
Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only		
Magic (-¼), incantations (-¼), Only	ar	

var

Magic (-1/4)

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

1

THE CITY MAGE

MO		

City Magic Multipower,	Black Magician minor
specialty	

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
10	PD	6		Total: 20 PD (10 rPD)
10	ED	6		Total: 20 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
35	STUN	6	Total	Characteristics Cost: 114

Movement: Running: 6"/12"

Cost Powers END

- City Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2u 1) Fallen Power Line: Energy Blast 4d6, Indirect (always from above; +¼), Reduced Endurance (½ END; +¼), NND (defense is ED Force Field or being fully insulated; +1); IIF (power line of opportunity; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2
- 3u 2) Exploding Gas Main (Small): RKA 2d6, Indirect (always from below; +¼), Reduced Endurance (½ END; +¼), Area Of Effect (One Hex Accurate; +½); IIF (gas manes of opportunity; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2u 3) Exploding Gas Main (Big): RKA 1½d6, Indirect (always from below; +¼), Area Of Effect (3" Radius; +1); IIF (gas mains of opportunity; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 3u 4) Flaring Light Bulbs: Sight Group Flash 6d6, Area Of Effect (3" Radius; +1); IIF (light bulbs of opportunity; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 3u 5) Collapsing Street: Tunneling 3" through 6 DEF material, Usable As Attack (does not work on characters with Tunneling, Desolidification, or Power Defense; +1), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 3u 6) Wall Of Pavement: Force Wall (8 PD/8 ED; 6" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Only In Paved Areas (-¼), Requires A Magic Roll (-½)

u	7) Pass Through Walls: Desolidification
	(affected by any attack); Gestures (-1/4),
	Incantations (-1/4), Requires A Magic
	Roll (-1/2), Does Not Protect Against
	Damage (-1)

- 2u 8) *Travel Along Electric Lines*: Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)
- 2u 9) Draw Upon The Spirit Of The City: Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2u 10) *The City's Warning Whisper:* Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 24 *Minor Black Magic:* Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0
- 2u 1) Befuddlement: Mental Illusions 7d6, Reduced Endurance (½ END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1u 2) Touch Of Terror: Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼),
- Requires A Magic Roll (-½) 0 2u 3) Spell-Shattering: Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4
- 1u 4) Call Demonling: Summon 233-point Demonling (see HERO System Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)
- 15 Enchanted Mace: HKA 1d6 (1½d6 with STR), +2 STUN Multiplier (+½);
 OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1),
 Linked (-½), 8 Charges (-½) 2+[8]
- 12 Defensive Spells: Armor (4 PD/4 ED) 0
 12 Enchanted Robes: Armor (6 PD/6 ED);
- OIF (-½)
- 3 Soul Gem: Mental Defense (9 points total); OIF (-½) 0 3 Soul Gem: Power Defense
- (5 points); OIF (-½) 0

 10 Spellsight: Detect Magic 13(Sight Group), Discriminatory 0

 5 Darksight: Nightvision 0

Perks

6

6

6

6

8 Fringe Benefit: Membership (Morbane of DEMON)

Skills

9 +3 with City Magic Multipower

- 3 Analyze Magic 13-
- 3 Concealment 13-
- 3 Conversation 13-
- 2 Cryptography 13-; Translation Only (-½)
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 yoints' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	8) Travel Along Electric Lines: Teleportation	1
							30"; Gestures (-¼), Incantations (-¼),	
				Diviner minor special	lty		Requires A Magic Roll (-1/2), Only Between	
		Cost	Roll	Notes			Conductors Or Through Wires (-½)	6
	STR	10	13-	Lift 400 kg; 4d6 [2]		2u	9) Draw Upon The Spirit Of The City: Aid	
	DEX CON	24 16	13- 13-	OCV: 6/DCV: 6			END 4d6; Gestures (-1/4), Incantations (-1/4),	
	BODY	0	11-				Requires A Magic Roll (-1/2)	0
	INT	8	13-	PER Roll 13-		2u	10) The City's Warning Whisper: Danger	
	EGO	16	13-	ECV: 6			Sense (INT Roll) (any danger, general area);	
	PRE	10	13-	PRE Attack: 4d6			Gestures (-¼), Incantations (-¼), Requires	0
10	COM	0	11-			25	A Magic Roll (-½) Minor Divingtion, Multipower 50 point	0
10	DD	_		T. (.1. 20 DD (10DE	• •	23	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-1/4), Incantation	16
	PD	6		Total: 20 PD (10 rPI			(-¼), Requires A Magic Roll (-½)	13
4	ED SPD	6 12		Total: 20 ED (10 rEI Phases: 3, 6, 9, 12))	2u	1) One Step Out Of Phase: Desolidifica-	
8	REC	0		Filases. 3, 0, 9, 12			tion (affected by temporal/dimensional	
	END	0					attacks), Reduced Endurance (½ END;	
35	STUN	6	Total	Characteristics Cost:	114		$+\frac{1}{4}$); Gestures $(-\frac{1}{4})$, Incantations $(-\frac{1}{4})$,	
		-					Requires A Magic Roll (-1/2), Cannot	
Mov	ement:	Run	nıng:	6"/12"			Pass Through Solid Objects (-1/2)	2
Cost	Powers	S		E	ND	2u	2) He's Seen This Moment Before: Luck	
30	City M	agic:	Multip	ower, 60-point reserve	;		10d6; Only Once Per Battle (-0), Ges-	
	all slots	s Gest	ures (-	1/4), Incantations (-1/4),			tures (-¼), Incantations (-¼), Requires A	
	-		_	Roll (-½)		1	Magic Roll (-½)	0
2u				ne: Energy Blast 4d6,		lu	3) A View Of The Future: Clairsentience	
				om above; +¼), Reduce			(Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½),	
				D; +1/4), NND (defense			Requires A Magic Roll (-½), No	
				peing fully insulated; +	1);		Range (-½), Precognition Only (-1)	5
				opportunity; -¼),		15	Enchanted Mace: HKA 1d6 (1½d6	
				antations (-¼), Roll (-½)	2		with STR), +2 STUN Multiplier (+½);	
3u				Main (Small): RKA 2de			OAF (-1) plus Drain CON 1d6, Delayed	
Ju				om below; $+\frac{1}{4}$),	,		Return Rate (points return at the rate	
				te (½ END; +¼), Area			of 5 per Minute; +¼); OAF (-1),	
				Accurate; +½); IIF			Linked (-½), 8 Charges (-½) 2+[8]
				ortunity; -¼), Ges-		12	Defensive Spells: Armor (4 PD/4 ED)	0
	tures (-	·¼), I1	ncantat	tions (-1/4), Requires A		12	Enchanted Robes: Armor (6 PD/6 ED);	
	Magic				2	2	OIF (-½)	0
2u				Main (Big): RKA 1½d6		3	Soul Gem: Mental Defense (9 points total); OIF (-½)	0
				om below; +¼), Area O	t	3	Soul Gem: Power Defense	U
				-1); IIF (gas mains of		3	(5 points); OIF (-½)	0
				Gestures (-¼), Requires A Magic		10	Spellsight: Detect Magic 13-	-
	Roll (-1		(-/4),	Requires A Magic	6		(Sight Group), Discriminatory	0
3u			oht Rul	bs: Sight Group Flash	O	5	Darksight: Nightvision	0
54				(3" Radius; +1); IIF			Perks	
				rtunity; -¼), Ges-		8	Fringe Benefit: Membership (Morbane of	
				ions (-¼), Requires A		O	DEMON)	
	Magic 1			•	6		•	
3u				: Tunneling 3" through		_	Skills	
				ible As Attack (does not		9	+3 with City Magic Multipower	
				with Tunneling,		3	Analyze Magic 13-	
				Power Defense; +1),		3	Concealment 13-	
				ares (-¼), Incanta-		3	Conversation 13-	
2				A Magic Roll (-½)	6	2	Cryptography 13-; Translation Only (-½)	
3u				nt: Force Wall (8 PD/8 all), Opaque (Sight		3	High Society 13-	
						3	Interrogation 13-	
				¹ / ₄), Incantations (- ¹ / ₄), s (- ¹ / ₄), Requires A		3	CK: City Of Operation 13-	
	Magic 1			5 ('/4), requires A	6	3	KS: Arcane And Occult Lore 13-	
1u				alls: Desolidification	5	5	KS: Greater Mysteries Of DEMON 15-	
"				ick); Gestures (-1/4),		3	Language: Latin (completely fluent)	√°-
				Requires A Magic		2	Language: another ancient language of GM	18
•				Protect Against		3	choice (fluent conversation) Oratory 13-	
	Damag			-	4	5	O14101 y 13	
	_							

- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		1u	7) Pass Through Walls: Desolidification	
-	_	Multip	ower,	Elementalist minor			(affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic	
spec							Roll (-½), Does Not Protect Against	
	Char	Cost	Roll	Notes			Damage (-1)	4
20		10	13-	Lift 400 kg; 4d6 [2]		2u	8) Travel Along Electric Lines: Teleportation	l
18 18	DEX CON	24 16	13- 13-	OCV: 6/DCV: 6			30"; Gestures $(-\frac{1}{4})$, Incantations $(-\frac{1}{4})$,	
	BODY		11-				Requires A Magic Roll (-1/2), Only Between	
	INT	8	13-	PER Roll 13-		_		6
	EGO	16	13-	ECV: 6		2u	9) Draw Upon The Spirit Of The City: Aid	
	PRE	10	13-	PRE Attack: 4d6			END 4d6; Gestures (-¼), Incantations (-¼),	_
10	COM	0	11-	TICETHURIC TO		2	Requires A Magic Roll (-½)	0
				m . 1 . 2 . 2 . 2 . 2 . 2 . 2 . 2 . 2 . 2		2u	10) The City's Warning Whisper: Danger	
10	PD	6		Total: 20 PD (10 rPD)			Sense (INT Roll) (any danger, general area);	
	ED	6		Total: 20 ED (10 rED))		Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4	SPD	12		Phases: 3, 6, 9, 12		24	Elemental Magic: Multipower, 49-point	U
8	REC	0				24	reserve; all slots Gestures (-¼), Incantation	10
	END STUN	0 6	Total	Chamastoristics Costs 1	1.4		(-¼), Requires A Magic Roll (-½)	10
33	31 UN	O	Total	Characteristics Cost: 1	14	2u	1) Self Immolation: HKA 1d6, Damage	
Mov	ement:	Rur	ning:	6"/12"		24	Shield (does damage in HTH Combat; +3/4),	
Coet	Powe	re		EN	ID		Continuous (+1), Reduced Endurance (0	
30			Multir	oower, 60-point reserve;			END; +½); Gestures (-¼), Incanta-	
30				1/4), Incantations (-1/4),			tions (-1/4), Requires A Magic Roll (-1/2),	
				Roll (-½)			No STR Bonus (-½)	0
2u	-		_	ne: Energy Blast 4d6,		2u	2) Wall Of Stone: Force Wall (5 PD/5 ED;	
				om above; +¼), Reduced	1		4" long and 1" tall), Opaque; Gestures (-1/4),	
				$O; +\frac{1}{4}$), NND (defense is			Incantations (-1/4), Requires A Magic	
				peing fully insulated; +1			Roll (-½)	4
				opportunity; -¼),		2u	3) Carried By The Winds: Flight 12",	
	Gesti	ires (-	4), Inc	antations (-¼),			Usable As An Attack (+1); Gestures (-¼),	
	Requi	res A l	Magic l	Roll (-½)	2		Incantations (-¼), Requires A Magic	_
3u	2) Ex	plodin	g Gas 1	Main (Small): RKA 2d6,	,	1.5	Roll (-½)	5
				om below; +¼),		15	Enchanted Mace: HKA 1d6 (1½d6	
				e (½ END; +¼), Area			with STR), +2 STUN Multiplier (+½);	
				Accurate; +½); IIF			OAF (-1) plus Drain CON 1d6, Delayed	
	-			ortunity; -1/4), Ges-			Return Rate (points return at the rate of 5 per Minute; +¼); OAF (-1),	
				tions (-¼), Requires A	_		Linked (-½), 8 Charges (-½) 2+[Ωl
2		Roll ((' (D') DIZA 11/16	2	12	Defensive Spells: Armor (4 PD/4 ED)	0
2u				Main (Big): RKA 1½d6,		12	Enchanted Robes: Armor (6 PD/6 ED);	U
				om below; +¼), Area Of		12	OIF (-½)	0
				-1); IIF (gas mains of		3	Soul Gem: Mental Defense	Ů
				Gestures (-¼), Requires A Magic			(9 points total); OIF (-½)	0
	Roll ((-74),	Requires A Magic	6	3	Soul Gem: Power Defense	
3u			ioht Rui	lbs: Sight Group Flash	O		(5 points); OIF (-½)	0
Ju				(3" Radius; +1); IIF		10	Spellsight: Detect Magic 13-	
				rtunity; -½), Ges-			(Sight Group), Discriminatory	0
				ions (-1/4), Requires A		5	Darksight: Nightvision	0
		Roll (10110 (74); requires 11	6		Dowles	
3u				: Tunneling 3" through		8	Perks Fringe Benefit: Membership (Morbane of	
				ble As Attack (does not		0	DEMON)	
				with Tunneling,			DEMON)	
				Power Defense; +1),			Skills	
				ıres (-¼), Incanta-		9	+3 with City Magic Multipower	
				s A Magic Roll (-½)	6	3	, , ,	
3u				nt: Force Wall (8 PD/8		3	Analyze Magic 13- Concealment 13-	
				all), Opaque (Sight		3	Conversation 13-	
				1/4), Incantations (-1/4),		2	Cryptography 13-; Translation Only (-½)	
				s (-¼), Requires A		3	High Society 13-	
		Roll (-	6	J	111811 0001014 13-	
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- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 *Soul Gem:* +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

MORBANE	1u	7) Pass Through Walls: Desolidification
City Magic Multipower, Half-Born minor	_	(affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic
specialty Val Char Cost Roll Notes		Roll (-½), Does Not Protect Against
20 STR 10 13- Lift 400 kg; 4d6 [2]	2	Damage (-1)
18 DEX 24 13- OCV: 6/DCV: 6	2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼),
18 CON 16 13-		Requires A Magic Roll (-½), Only Between
10 BODY 0 11-		Conductors Or Through Wires (-½) 6
18 INT 8 13- PER Roll 13-	2u	9) Draw Upon The Spirit Of The City: Aid
18 EGO 16 13- ECV: 6		END 4d6; Gestures (-¼), Incantations (-¼),
24 PRE 14 14- PRE Attack: 5d6		Requires A Magic Roll (-½) 0
4 COM -3 10-	2u	10) The City's Warning Whisper: Danger
10 PD 6 Total: 20 PD (10 rPD)		Sense (INT Roll) (any danger, general area);
10 ED 6 Total: 20 ED (10 rED)		Gestures (-¼), Incantations (-¼), Requires
4 SPD 12 Phases: 3, 6, 9, 12		A Magic Roll (-½) 0
8 REC 0	19	Tentacles: Extra Limbs, Inherent (+1/4); Lim-
36 END 0		ited Manipulation (-1/4) plus Stretching 1",
35 STUN 6 Total Characteristics Cost: 11	15	Reduced Endurance (0 END; +½); Linked
Movement: Running: 6"/12"		(-½), No Noncombat Stretching (-¼) plus
	10	+15 STR; Linked (-½) 1
Cost Powers EN	D 10	The Life-Sapping Energy Of The Qliphothic: Drain BODY 1d6 1
30 City Magic: Multipower, 60-point reserve;	15	Enchanted Mace: HKA 1d6 (1½d6
all slots Gestures (-¼), Incantations (-¼),	13	with STR), +2 STUN Multiplier (+½);
Requires A Magic Roll (-½) 2u 1) Fallen Power Line: Energy Blast 4d6,		OAF (-1) plus Drain CON 1d6, Delayed
2u 1) Fallen Power Line: Energy Blast 4d6, Indirect (always from above; +¼), Reduced		Return Rate (points return at the rate
Endurance (½ END; +¼), NND (defense is		of 5 per Minute; +¼); OAF (-1),
ED Force Field or being fully insulated; +1)		Linked (-½), 8 Charges (-½) 2+[8]
IIF (power line of opportunity; -¼),	12	Defensive Spells: Armor (4 PD/4 ED) 0
Gestures (-¼), Incantations (-¼),	12	Enchanted Robes: Armor (6 PD/6 ED);
	2	OIF (-½)
3u 2) Exploding Gas Main (Small): RKA 2d6,	3	Soul Gem: Mental Defense
Indirect (always from below; +¼),	2	(9 points total); OIF (-½)
Reduced Endurance (½ END; +¼), Area	3	Soul Gem: Power Defense (5 points); OIF (-½) 0
Of Effect (One Hex Accurate; +½); IIF	10	Spellsight: Detect Magic 13-
(gas manes of opportunity; -¼), Ges-	10	(Sight Group), Discriminatory 0
tures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2 5	Darksight: Nightvision 0
2u 3) Exploding Gas Main (Big): RKA 1½d6,	2	
Indirect (always from below; +¼), Area Of	0	Perks
Effect (3" Radius; +1); IIF (gas mains of	8	Fringe Benefit: Membership (Morbane of DEMON)
opportunity; -¼), Gestures (-¼),		DEMON)
Incantations (-¼), Requires A Magic		Skills
` '	6 9	+3 with City Magic Multipower
3u 4) Flaring Light Bulbs: Sight Group Flash	3	Analyze Magic 13-
6d6, Area Of Effect (3" Radius; +1); IIF	3	Concealment 13-
(light bulbs of opportunity; -¼), Ges-	3	Conversation 13-
tures (-¼), Incantations (-¼), Requires A	2	Cryptography 13-; Translation Only (-1/2)
	6 3	High Society 13-
3u 5) Collapsing Street: Tunneling 3" through 6 DEF material, Usable As Attack (does not	3	Interrogation 13-
work on characters with Tunneling,	3	CK: City Of Operation 13-
Desolidification, or Power Defense; +1),	3	KS: Arcane And Occult Lore 13-
Ranged (+½); Gestures (-¼), Incanta-	5	KS: Greater Mysteries Of DEMON 15-
I	$6 \qquad 2$	Language: Latin (completely fluent) Language: another ancient language of GM's
3u 6) Wall Of Pavement: Force Wall (8 PD/8	2	choice (fluent conversation)
ED; 6" long and 1" tall), Opaque (Sight	3	Oratory 13-
Group); Gestures (-¼), Incantations (-¼),	13	Power: Magic 18-
Only In Paved Areas (-¼), Requires A		-
Magic Roll (-½)	6	
I		

- 5 *Soul Gem:* +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- WF: Common Melee Weapons
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			MOR	BANE		1u	7) Pass Through Walls: Desolidification	
•	_	Multip	ower,	Necromancer minor	_		(affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic	
speci	char	Cost	Roll	Notes			Roll (-1/2), Does Not Protect Against	
20	STR	10	13-	Lift 400 kg; 4d6 [2]			Damage (-1)	4
18	DEX	24	13-	OCV: 6/DCV: 6		2u	8) Travel Along Electric Lines: Teleportation	L
18	CON	16	13-	OCV. 0/DCV. 0			30"; Gestures (-¼), Incantations (-¼),	
	BODY		11-				Requires A Magic Roll (-½), Only Between	_
	INT	8	13-	PER Roll 13-		2	Conductors Or Through Wires (-½)	6
	EGO	16	13-	ECV: 6		2u	9) Draw Upon The Spirit Of The City: Aid	
	PRE	10	13-	PRE Attack: 4d6			END 4d6; Gestures (-¼), Incantations (-¼),	0
10	COM	0	11-			2u	Requires A Magic Roll (-½) 10) <i>The City's Warning Whisper:</i> Danger	U
10	DD	_		Tatal 20 DD (10 aDD	.)	Zu	Sense (INT Roll) (any danger, general area);	
10 10	PD ED	6 6		Total: 20 PD (10 rPD			Gestures (-¼), Incantations (-¼), Requires	
4	SPD	12		Total: 20 ED (10 rED Phases: 3, 6, 9, 12	,)		A Magic Roll (-½)	0
8	REC	0		Filases: 3, 0, 9, 12		27	Necromancy: Multipower, 54-point reserve	
	END	0				_,	all slots Gestures (-¼), Incantations (-¼),	Σ,
35		6	Total	Characteristics Cost:	114		Requires A Magic Roll (-½)	
					111	2u	1) Command The Undead: Mind Control	
Mov	ement:	Run	ıning:	6"/12"			10d6; Gestures (-¼), Incantations (-¼),	
Cost	Powe	rs		EI	ND		Requires A Magic Roll (-1/2), Only Versus	
30			Multir	ower, 60-point reserve;			Undead (-1)	5
				¹ / ₄), Incantations (- ¹ / ₄),	,	2u	2) Raise Skeleton: Summon 179-point	
				Roll (-½)			Skeleton, Loyal (+½); Gestures (-¼),	
2u	-		_	ne: Energy Blast 4d6,			Incantations (-1/4), Requires A Magic	
				om above; +¼), Reduce	d		Roll (-½), Must Have Bones Or Body	
				O; +¼), NND (defense i			Present (-1)	5
	ED Fo	orce Fi	eld or l	peing fully insulated; +1	1);	2u	3) Raise Zombie: Summon 178-point	
	IIF (p	ower l	ine of o	opportunity; -¼),			Zombie, Loyal $(+\frac{1}{2})$; Gestures $(-\frac{1}{4})$,	
				antations (-¼),			Incantations (-¼), Requires A Magic	_
				Roll (-½)	2	1.5	Roll (-½), Must Have Body Present (-1)	5
3u				Main (Small): RKA 2d6	5,	15	Enchanted Mace: HKA 1d6 (1½d6	
				om below; +¼),			with STR), +2 STUN Multiplier (+½); OAF (-1) plus Drain CON 1d6, Delayed	
				ce (½ END; +¼), Area			Return Rate (points return at the rate	
				Accurate; +½); IIF			of 5 per Minute; + ¹ / ₄); OAF (-1),	
	-			ortunity; -¼), Ges-			Linked (-½), 8 Charges (-½) 2+[81
				tions (-¼), Requires A	2	12	Defensive Spells: Armor (4 PD/4 ED)	0
211		Roll (<i>Main (Big):</i> RKA 1½d6		12	Enchanted Robes: Armor (6 PD/6 ED);	Ŭ
2u				om below; +¼), Area O			OIF (-½)	0
				om below; +¾), Area O. -1); IIF (gas mains of	1	3	Soul Gem: Mental Defense	
				Gestures (-1/4),			(9 points total); OIF (-½)	0
				Requires A Magic		3	Soul Gem: Power Defense	
	Roll ((/=/)	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	6		(5 points); OIF (-½)	0
3u			ght Bui	lbs: Sight Group Flash	-	10	Spellsight: Detect Magic 13-	
				(3" Radius; +1); IIF			(Sight Group), Discriminatory	0
				ortunity; -¼), Ges-		5	Darksight: Nightvision	0
				ions (-¼), Requires A			Perks	
		Roll (· · · <u>*</u>	6	8	Fringe Benefit: Membership (Morbane of	
3u				: Tunneling 3" through		J	DEMON)	
				able As Attack (does not			,	
	work o	on cha	racters	with Tunneling,			Skills	
				Power Defense; +1),		9	+3 with City Magic Multipower	
				ures (-¼), Incanta-		3	Analyze Magic 13-	
				s A Magic Roll (-½)	6	3	Concealment 13-	
3u				nt: Force Wall (8 PD/8		3	Conversation 13-	
				all), Opaque (Sight		2	Cryptography 13-; Translation Only (-½)	
				1/4), Incantations (-1/4),		3	High Society 13-	
				s (-¼), Requires A	_			
	Magic	Roll (-½)		6			

- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 *Soul Gem:* +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		1u	7) Pass Through Walls: Desolidification
City	Magic	Multij	ower,	Other-Worlder minor			(affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic
spec	•	Coct	Doll	Notes			Roll (-1/2), Does Not Protect Against
vai 20	Char STR	Cost 10	Roll 13-	Notes Lift 400 kg; 4d6 [2]		_	Damage (-1) 4
	DEX	24	13-	OCV: 6/DCV: 6		2u	8) Travel Along Electric Lines: Teleportation
	CON	16	13-				30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between
	BODY		11-				Conductors Or Through Wires (-½) 6
	INT	8	13-	PER Roll 13-		2u	9) Draw Upon The Spirit Of The City: Aid
	EGO PRE	16 10	13- 13-	ECV: 6 PRE Attack: 4d6			END 4d6; Gestures $(-\frac{1}{4})$, Incantations $(-\frac{1}{4})$,
10	COM	0	11-	TRE Milder. 400		2	Requires A Magic Roll (-½) 0
				E . 1 20 PD /10 PD	`	2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area);
	PD ED	6 6		Total: 20 PD (10 rPD Total: 20 ED (10 rED			Gestures (-¼), Incantations (-¼), Requires
4	SPD	12		Phases: 3, 6, 9, 12)		A Magic Roll (-½)
8	REC	0		11140001 0, 0, 2, 12		20	Other-World Magic: Multipower, 40-point
36	END	0					reserve; all slots Gestures (-1/4), Incantations
35	STUN	6	Total	Characteristics Cost: 1	114	2	(-¼), Requires A Magic Roll (-½)
Mov	ement:	Rur	nning:	6"/12"		2u	1) Peek Through The Dimensions: Clairsentions (Sight and Hosping Crown) Dimen
					un.		tience (Sight and Hearing Group), Dimensional (single other dimension, defined
50St	Powe		Multin	eower, 60-point reserve;	ND		when the power is bought); Gestures (-¼),
30				-¼), Incantations (-¼),			Incantations (-¼), Requires A Magic Roll
				Roll (-½)			(-1/2)
2u				ne: Energy Blast 4d6,		2u	2) Other-Worldly Movement: Extra-
				om above; +1/4), Reduce			Dimensional Movement (any location in
				D; +¼), NND (defense i			a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires
				being fully insulated; +1 opportunity; -¼),	.);		A Magic Roll (-½) 4
				antations (-¼),		2u	3) A Quick Getaway: Extra-Dimensional
				Roll (-½)	2		Movement (any location in a single
3u				Main (Small): RKA 2d6	,		dimension), Trigger (variable; +½);
				om below; +¼),			Gestures (-¼), Incantations (-¼), Requires
				ce (½ END; +¼), Area		2u	A Magic Roll (-½) 4 4) A Quick Trip: Teleportation 12", x8
				x Accurate; +½); IIF ortunity; -¼), Ges-		24	Increased Mass; Gestures (-¼), Incanta-
				tions (-1/4), Requires A			tions (-¼), Requires A Magic Roll (-½) 4
		Roll ((, -,,, 4	2	1u	5) Summon Other-Worldly Denizen I:
2u	3) <i>Ex</i>	plodin	g Gas 1	Main (Big): RKA 1½d6,			Summon 200-point other-worldly denizen
				om below; +¼), Area Of	f		(choose one type); Gestures (-¼), Incantations (½) Requires A Meric Poll (½)
				-1); IIF (gas mains of			tions (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 4
				Gestures (-¼), Requires A Magic		1u	6) Summon Other-Worldly Denizen II:
	Roll ((-/4),	Requires A Wagic	6		Summon 200-point other-worldly denizen
3u			ight Bul	lbs: Sight Group Flash			(choose different type); Gestures (-1/4),
				(3" Radius; +1); IIF			ncantations (-¼), Requires A Magic
				ortunity; -¼), Ges-		15	Roll (-½), Extra Time (1 Turn; -1¼) 4 Enchanted Mace: HKA 1d6 (1½d6
				ions (-¼), Requires A		13	with STR), +2 STUN Multiplier (+½);
311		Roll (: Tunneling 3" through	6		OAF (-1) plus Drain CON 1d6, Delayed
3u				able As Attack (does not			Return Rate (points return at the rate
				with Tunneling,			of 5 per Minute; +1/4); OAF (-1),
				Power Defense; +1),			Linked (-½), 8 Charges (-½) 2+[8]
				ures (-¼), Incanta-		12	Defensive Spells: Armor (4 PD/4 ED) 0
2				S A Magic Roll (-½)	6	12	Enchanted Robes: Armor (6 PD/6 ED); OIF (-½) 0
3u				nt: Force Wall (8 PD/8		3	Soul Gem: Mental Defense
				all), Opaque (Sight ¼), Incantations (-¼),		-	(9 points total); OIF $(-\frac{1}{2})$
				s (-1/4), Requires A		3	Soul Gem: Power Defense
		Roll (6		(5 points); OIF (-½) 0
						10	Spellsight: Detect Magic 13-
						5	(Sight Group), Discriminatory 0 Darksight: Nightvision 0
						J	Zwinosjiw. 141giitv101011

Perks

8 Fringe Benefit: Membership (Morbane of DEMON)

Skills

- 9 +3 with City Magic Multipower
- 3 Analyze Magic 13-
- 3 Concealment 13-
- 3 Conversation 13-
- 2 Cryptography 13-; Translation Only (-½)
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 261

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		1u	7) Pass Through Walls: Desolidification
City Magic Multipower, Summoner minor							(affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic
speci							Roll (-½), Does Not Protect Against
	Char	Cost	Roll	Notes			Damage (-1) 4
	STR	10	13-	Lift 400 kg; 4d6 [2]		2u	8) Travel Along Electric Lines: Teleportation
	DEX	24	13-	OCV: 6/DCV: 6			30"; Gestures (-1/4), Incantations (-1/4),
	CON BODY	16	13-				Requires A Magic Roll (-1/2), Only Between
	INT	0 8	11- 13-	PER Roll 13-			Conductors Or Through Wires (-½) 6
	EGO	16	13-	ECV: 6		2u	9) Draw Upon The Spirit Of The City: Aid
	PRE	10	13-	PRE Attack: 4d6			END 4d6; Gestures (-¼), Incantations (-¼),
	COM	0	11-	110211111111111111111111111111111111111		2	Requires A Magic Roll (-½) 0
				E . 1 20 DD (10 DD	`	2u	10) The City's Warning Whisper: Danger
	PD	6		Total: 20 PD (10 rPD			Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires
4	ED SPD	6 12		Total: 20 ED (10 rED Phases: 3, 6, 9, 12	')		A Magic Roll (-½) 0
8	REC	0		Filases: 3, 0, 9, 12		30	Call Specific Demonling: Summon 250-
	END	0					point Demonling, Slavisly Loyal (+1),
	STUN	6	Total	Characteristics Cost:	114		Specific Individual (+1); Gestures (-½),
							Incantations (-1/2), Extra Time (1 Hour;
Mov	ement:	Kun	ınıng:	6"/12"			-3) 15
Cost	Powe	rs		EI	ND	15	Enchanted Mace: HKA 1d6 (1½d6
30				ower, 60-point reserve;			with STR), +2 STUN Multiplier (+½);
				¹ / ₄), Incantations (- ¹ / ₄),			OAF (-1) plus Drain CON 1d6, Delayed
				Roll (-½)			Return Rate (points return at the rate of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
2u				ne: Energy Blast 4d6,	1		Linked (-½), 8 Charges (-½) 2+[8]
				om above; +¼), Reduce		12	Defensive Spells: Armor (4 PD/4 ED) 0
				O; +¼), NND (defense i being fully insulated; +1		12	Enchanted Robes: Armor (6 PD/6 ED);
				opportunity; -¼),	. />		OIF (-½)
				antations (-¼),		3	Soul Gem: Mental Defense
				Roll (-½)	2		(9 points total); OIF $(-\frac{1}{2})$
3u				Main (Small): RKA 2d6	,	3	Soul Gem: Power Defense
				om below; +¼),		10	(5 points); OIF (-½) 0
				ce (½ END; +¼), Area		10	Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0
				Accurate; +½); IIF		5	Darksight: Nightvision 0
				ortunity; -¼), Ges-		3	
				tions (-¼), Requires A	2	8	Perks
2u	Magic Roll (-½) 2 3) Exploding Gas Main (Big): RKA 1½d6,						Fringe Benefit: Membership (Morbane of
24				om below; +¼), Area Of			DEMON)
				-1); IIF (gas mains of			Skills
				Gestures (-¼),		9	+3 with City Magic Multipower
	Incan	tations	(-1/4),	Requires A Magic		3	Analyze Magic 13-
	Roll (6	3	Concealment 13-
3u		_	_	lbs: Sight Group Flash		3	Conversation 13-
				(3" Radius; +1); IIF		2	Cryptography 13-; Translation Only (-1/2)
				ortunity; -¼), Ges- ions (-¼), Requires A		3	High Society 13-
		: Roll (-		ions (-74), Requires A	6	3	Interrogation 13-
3u				: Tunneling 3" through	U	3	CK: City Of Operation 13-
				able As Attack (does not		3 5	KS: Arcane And Occult Lore 13-
				with Tunneling,		3	KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent)
	Desol	idificat	ion, or	Power Defense; +1),		2	Language: another ancient language of GM's
				ures (-¼), Incanta-		-	choice (fluent conversation)
				A Magic Roll (-½)	6	3	Oratory 13-
3u				nt: Force Wall (8 PD/8		13	Power: Magic 18-
				all), Opaque (Sight		5	Soul Gem: +4 to Power: Magic Roll;
				¹ / ₄), Incantations (- ¹ / ₄), s (- ¹ / ₄), Requires A			OIF (-½)
		: Roll (-		5 (¹/4), 1\cquitcs A	6	3	Stealth 13-
		2.011 (/		-		

- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

MORBANE						1u	7) Pass Through Walls: Desolidification
City Magic Multipower, Thaumaturge minor							(affected by any attack); Gestures (-1/4),
speci		wiaiti	ower,	maumatarge mmor			Incantations (-¼), Requires A Magic
	Char	Cost	Roll	Notes			Roll (-½), Does Not Protect Against
	STR	10	13-	Lift 400 kg; 4d6 [2]		2u	Damage (-1) 8) Travel Along Floatric Lines: Teleportation
18	DEX	24	13-	OCV: 6/DCV: 6		Zu	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼),
18	CON	16	13-				Requires A Magic Roll (-½), Only Between
10	BODY	0	11-				Conductors Or Through Wires (-½) 6
18	INT	8	13-	PER Roll 13-		2u	9) Draw Upon The Spirit Of The City: Aid
	EGO	16	13-	ECV: 6		24	END 4d6; Gestures (-¼), Incantations (-¼),
	PRE	10	13-	PRE Attack: 4d6			Requires A Magic Roll (-½) 0
10	COM	0	11-			2u	10) The City's Warning Whisper: Danger
10	PD	6		Total: 20 PD (10 rPD))		Sense (INT Roll) (any danger, general area);
	ED	6		Total: 20 ED (10 rED			Gestures (-1/4), Incantations (-1/4), Requires
	SPD	12		Phases: 3, 6, 9, 12	,		A Magic Roll (-½)
	REC	0				31	Minor Thaumaturgy: Variable Power
36	END	0					Pool, 24 base + 12 control cost; Ges-
35	STUN	6	Total	Characteristics Cost:	114		tures (-1/4), Incantations (-1/4), Only
Morri	t.	D.,,	nina.	6"/12"			Magic $(-\frac{1}{4})$.
MOV	ement:	Kui	iiiiig:	6"/12"		15	Enchanted Mace: HKA 1d6 (1½d6
Cost	Powe				ND		with STR), +2 STUN Multiplier (+½);
30				ower, 60-point reserve;	;		OAF (-1) plus Drain CON 1d6, Delayed
				¹ / ₄), Incantations (- ¹ / ₄),			Return Rate (points return at the rate
_				Roll (-½)			of 5 per Minute; +¼); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8]
2u				ne: Energy Blast 4d6,	1	12	Defensive Spells: Armor (4 PD/4 ED)
				om above; +¼), Reduce		12	Enchanted Robes: Armor (4 PD/4 ED);
				D; +¼), NND (defense i		12	OIF (-½) 0
				peing fully insulated; +1	1);	3	Soul Gem: Mental Defense
				opportunity; -½),			(9 points total); OIF (-½) 0
	Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2						Soul Gem: Power Defense
3u	-		_	Main (Small): RKA 2d6		3	(5 points); OIF (-½)
Ju				om below; +¼),	',	10	Spellsight: Detect Magic 13-
				ce (½ END; +¼), Area			(Sight Group), Discriminatory 0
				Accurate; +½); IIF		5	Darksight: Nightvision 0
				ortunity; -1/4), Ges-			Perks
	tures	(-¼), I	ncanta	tions (-¼), Requires A		8	Fringe Benefit: Membership (Morbane of
		Roll (2		DEMON)
2u				Main (Big): RKA 1½d6,			•
				om below; +¼), Area O	f	0	Skills
				-1); IIF (gas mains of		9	+3 with City Magic Multipower
				Gestures (-¼),		3	Analyze Magic 13-
			(-1/4),	Requires A Magic	(3	Concealment 13-
2	Roll (-1.4 D.	lles Cialet Cussus Elech	6	3	Conversation 13-
3u		_	_	lbs: Sight Group Flash		2	Cryptography 13-; Translation Only (-½)
				(3" Radius; +1); IIF		3	High Society 13-
				ortunity; -¼), Ges-		3	Interrogation 13-
	tures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6						CK: City Of Operation 13-
3u	5) <i>Collapsing Street:</i> Tunneling 3" through						KS: Arcane And Occult Lore 13-
Ju				able As Attack (does not		5	KS: Greater Mysteries Of DEMON 15-
				with Tunneling,		3	Language: Latin (completely fluent)
				Power Defense; +1),		2	Language: another ancient language of GM's
				ares (-¼), Incanta-		2	choice (fluent conversation)
				s A Magic Roll (-½)	6	3	Oratory 13-
3u				nt: Force Wall (8 PD/8		13 5	Power: Magic 18-
				all), Opaque (Sight		J	Soul Gem: +4 to Power: Magic Roll; OIF (-½)
				1/4), Incantations (-1/4),		3	Stealth 13-
				s (-¼), Requires A		5	Tactics 14-
		Roll (_	6	5	ructico 11
	-						

- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 376

200+ Disadvantages

- Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

2u

9) He's Seen This Moment Before: Luck 10d6; Only Once Per Battle (-0), Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$), Requires A

Magic Roll (-1/2)

THE DIVINED

NORBANE Diviner Multipower, Black Magician minor specialty Val Char Cost Roll Motes			711	- D	NAMED		1u	10) A View Of The Future: Clairsentience	
Diviner Multipower, Black Magician minor specialty Val Char Cost Roll Motes Val Char Cost Roll Val Char Char Cost Roll Val Char Char Cost Roll Val Char Char Cost Roll Val Char Char Char Char Char Char Char Char			Пi	E D	IVINEK		14		
Diviner Multipower, Black Magician minor specialty Vall Char Cost Roll Notes 20 STR 10 13 Lift 400 kg; 4d6 [2] 18 DEX 24 13 OCV: 6/DCV: 6 18 CON 16 13 Lift 400 kg; 4d6 [2] 18 DEX 24 13 OCV: 6/DCV: 6 18 CON 16 13 Lift 400 kg; 4d6 [2] 18 EGO 16 13 DER Roll 13 Lift 400 kg; 4d6 [2] 18 EGO 16 13 DER Roll 13 Lift 400 kg; 4d6 [2] 19 ED 6 STOTAL 20 PD (10 rPD) 10 DD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 Self 24 Self	_					_		Gestures (-½), Incantations (-½), Requires	
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Incantations (-¼), Requires A Magic Roll (-½) 6 10 Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0 Parksight: Nightvision 0 Parksight	3u								0
Roll (-½) 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼) Requires A Magic Roll (-½) 10							3		0
30 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 30 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-½) 0 10 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (A), Incantations (A), Requires A Magic Roll (-½) 0 20 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 30 7) Step Forward Through The Seconds: Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Must Pass Through Intervening Space (-¼), Requires A Magic Roll (-½) 2 20 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 Skills Fringe Benefit: Membership (Morbane of DEMON) Skills Fringe Benefit: Membership (Morbane of DEMON) Skills Fringe Benefit: Membership (Morbane of DEMON) Skills Concealment 13- Concealment 13- Conversation 13- Coryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18-				(-74),	Requires A Magic	6	10		U
Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3u 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-½) 0 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¾), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 3u 7) Step Forward Through The Seconds: Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-½), Cannot Pass Though Solid Objects (-½) 0 Su 7) Step Forward Through Intervening Space (-¼), Requires A Magic Roll (-½) 2 2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 Skills Fringe Benefit: Membership (Morbane of DEMON) Skills Concealment 13- Concealment 13- Conversation 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18-	311			e: Aid	SPD 4d6, Ranged (+½)		10		0
Requires A Magic Roll (-½) 0 3u 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-½) 0 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3u 7) Step Forward Through The Seconds: Through Solid Objects (-½) 0 3u 7) Step Forward Through The Seconds: Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2 2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 8 Perks Fringe Benefit: Membership (Morbane of DEMON) Skills Concealment 13- Concealment 13- Conversation 13- Conversation 13- Cryptography 13-; Translation Only (-½) Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18-						,	5		
Skills Fringe Benefit: Membership (Morbane of DEMON) Figure 1						0			
tions (-¼), Requires A Magic Roll (-½) 0 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 3u 7) Step Forward Through The Seconds: Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Incantations (-¼), Must Pass Through Intervening Space (-¼), Requires A Magic Roll (-½) 2 2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 DEMON) Skills 4 3 with Divination Multipower A nalyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18-	3u		_		-		Q		
1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 3u 7) Step Forward Through The Seconds: Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2 2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 Skills +3 with Divination Multipower Analyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18-							o		
DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 3u 7) Step Forward Through The Seconds: Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2 2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 Description Multipower 4 Analyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- A Magic Roll (-½) Power: Magic 18-	1,.					0			
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(-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 3u 7) Step Forward Through The Seconds: Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Must Pass Through Intervening Space (-¼), Requires A Magic Roll (-½) 2 Cryptography 13-; Translation Only (-½) High Society 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18-									
A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 3 Through Solid Objects (-½) 5 Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Must Pass Through Intervening Space (-¼), Requires A Magic Roll (-½) 2 Language: A Language:		Reduce	ed En	durano	ce (0 END; +½); Gestur				
Through Solid Objects (-½) 0 3 Interrogation 13- 3u 7) Step Forward Through The Seconds: 7 Step Forward Through Through The Seconds: 7 Step Forward Through Through Through T									
3 CK: City Of Operation 13- Teleportation 24", Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Must Pass Through Intervening Space (-¼), Requires A Magic Roll (-½) 2 2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 3 CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18-		_							
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END; +¼); Gestures (-¼), Incanta- tions (-¼), Must Pass Through Intervening Space (-¼), Requires A Magic Roll (-½) 2 2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18-	эu								
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Space (-¼), Requires A Magic Roll (-½) 2 2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Space (-¼), Requires A Magic Roll (-½) 2 Language: another ancient language of GM's choice (fluent conversation) 3 Oratory 13- 13 Power: Magic 18-						g			
2u 8) Rapid Healing: Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Simplified Healing 5d6; Gratory 13- 13 Power: Magic 18-						_	2		√l's
A Magic Roll (-½) 5 13 Power: Magic 18-	2u					ó;	2		
11 1/1 ugic 1 (/2)					antations (-1/4), Require				
	211				Journal Defense I 1-	5	13	10mer. Magic 10-	

0

- 5 *Soul Gem:* +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

		1	MOR	BANE		1u	10) A View Of The Future: Clairsentience
Val	Char C	ost	r, City Roll 13-	y Magic minor special Notes Lift 400 kg; 4d6 [2]	lty		(Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½),
18 18	DEX	24 16	13- 13- 11-	OCV: 6/DCV: 6		20	Precognition Only (-1) 5 Minor City Magic: Multipower, 40-point reserve; all slots Gestures (-1/4), Incantations
18 18	INT EGO	8 16 10	13- 13- 13- 11-	PER Roll 13- ECV: 6 PRE Attack: 4d6		2u	(-¼), Requires A Magic Roll (-½) 1) Flaring Light Bulbs: Sight Group Flash 4d6, Area Of Effect (2" Radius; +1); IIF (light bulbs of opportunity; -¼), Ges-
10	PD ED	6 6 12 0		Total: 20 PD (10 rPI Total: 20 ED (10 rEI Phases: 3, 6, 9, 12		2u	tures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2) Wall Of Pavement: Force Wall (5 PD/5 ED; 3" long and 1" tall), Opaque; Gestures
36	END STUN	0	Total	Characteristics Cost:	114	1	(-¼), Incantations (-¼), Only In Paved Areas (-¼), Requires A Magic Roll (-½) 4
	ement:			6"/12"	111	1u	3) Pass Through Walls: Desolidification (affected by any attack); Gestures (-¼),
	Powers		0		ND		Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against
30	all slots	Gestu	res (-	ower, 60-point reserve ¼), Incantations (-¼),		2u	Damage (-1) 4 4) <i>Travel Along Electric Lines</i> : Teleporta-
3u	1) One	Day In	One	Roll (-½) Second: Energy Blast is temporal/dimen-	6		tion 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Be- tween Conductors Or Through Wires (-½) 4
	[Dimini	ished S	leep];	powers or Life Suppor +1); Gestures (-¼), equires A Magic	t	2u	5) Draw Upon The Spirit Of The City: Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0
	Roll (-1/2	2)			6	1u	6) The City's Warning Whisper: Danger
3u	Ranged	(+½);	Gest	in SPD 4d6, ures (-¼), Requires A Magic			Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0
2	Roll (-1/2	2)			6	15	Enchanted Mace: HKA 1d6 (1½d6
3u	Gesture	es (-1/4)	, Inca	SPD 4d6, Ranged (+½) ntations (-¼),			with STR), +2 STUN Multiplier (+½); OAF (-1) plus Drain CON 1d6, Delayed
3u	4) <i>One</i>	Night's	Sleep	Roll (-½) D In A Second: Aid (-¼), Incanta-	0		Return Rate (points return at the rate of 5 per Minute; +¼); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8]
1u	tions (-	¼), Re	quire	s A Magic Roll (-½) Of His Enemies: +5	0	12	Enchanted Robes: Armor (6 PD/6 ED); OIF (-½)
	DCV; G	esture	s (-1/4), Incantations $(-\frac{1}{4})$, Roll $(-\frac{1}{2})$	0	3	Soul Gem: Mental Defense
2u	6) One	Step C	ut Oj	f <i>Phase</i> : Desolidification Tral/dimensional attacks	on	3	(9 points total); OIF (-½) 0 Soul Gem: Power Defense (5 points); OIF (-½)
	Reduce	d Endı	ıranc	e (0 END; $+\frac{1}{2}$); Gestur ($-\frac{1}{4}$), Requires		10	(5 points); OIF (-½) 0 Spellsight: Detect Magic 13- (Sight Croup) Discriminatory
	A Magi	c Roll	(-½),	Cannot Pass	0	5	(Sight Group), Discriminatory 0 Darksight: Nightvision 0
3u	7) <i>Step</i> Telepor	<i>Forwa</i> tation	rd Th 24", R	ects (-½) brough The Seconds: Reduced Endurance (½ bs (-¼), Incanta-		8	Perks Fringe Benefit: Membership (Morbane of DEMON)
	tions (-	¼), Mı	ıst Pa	ss Through Intervenin es A Magic Roll (-½)	g 2	9	Skills +3 with Divination Multipower
2u	8) Rapi	id Heai	ling: S	Simplified Healing 5d6 ntations (-¼), Require		3	Analyze Magic 13-
211	A Magi	c Roll	(-1/2)	oment Before: Luck	5	3	Concealment 13- Conversation 13-
2u	10d6; O	nly On	ice Pe	r Battle (-0), Ges-		2	Cryptography 13-; Translation Only (-½)
	tures (-1) Magic R			ons (-¼), Requires A	0	3	High Society 13- Interrogation 13-

- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

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- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE	1u	10) A View Of The Future: Clairsentience
Divi	ner Mu	ltipow	er, Ele	mentalist minor	_	(Sight and Hearing Group), Precognition;
spec						Gestures (-½), Incantations (-½), Requires
	Char	Cost	Roll	Notes		A Magic Roll (-½), No Range (-½), Precognition Only (-1) 5
	STR	10	13-	Lift 400 kg; 4d6 [2]	1u	10) A View Of The Future: Clairsentience
	DEX CON	24 16	13- 13-	OCV: 6/DCV: 6	Tu	(Sight and Hearing Group), Precognition;
	BODY		11-			Gestures (-½), Incantations (-½), Requires A
	INT	8	13-	PER Roll 13-		Magic Roll (-½), No Range (-½), Precogni-
	EGO	16	13-	ECV: 6		tion Only (-1)
20	PRE	10	13-	PRE Attack: 4d6	24	Elemental Magic: Multipower, 49-point
	COM	0	11-			reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
	PD	6		Total: 20 PD (10 rPD)	2u	1) Self Immolation: HKA 1d6, Damage
	ED	6		Total: 20 ED (10 rED)		Shield (does damage in HTH Combat; +3/4),
4 8	SPD REC	12 0		Phases: 3, 6, 9, 12		Continuous (+1), Reduced Endurance (0
	END	0				END; +½); Gestures (-¼), Incantations (-¼), Poquires A Magic Poll (-¼)
	STUN	6	Total	Characteristics Cost: 11	4	tions (-¼), Requires A Magic Roll (-½), No STR Bonus (-½) 0
		D			2u	2) Wall Of Stone: Force Wall (5 PD/5 ED;
Mov	ement:	Kur	nning:	6 /12		4" long and 1" tall), Opaque; Gestures (-¼),
Cost	Powe	rs		END		Incantations (-¼), Requires A Magic
30				ower, 60-point reserve;		Roll (-½) 4
				-¼), Incantations (-¼),	2u	3) Carried By The Winds: Flight 12",
2				Roll (-½) 6)	Usable As An Attack (+1); Gestures (-¼),
3u				Second: Energy Blast is temporal/dimen-		Incantations (-¼), Requires A Magic
				powers or Life Support	15	Roll (-½) 5 Enchanted Mace: HKA 1d6 (1½d6
				; +1); Gestures (-¼),	13	with STR), +2 STUN Multiplier (+½);
				Requires A Magic		OAF (-1) plus Drain CON 1d6, Delayed
	Roll (-	-1/2)		6		Return Rate (points return at the rate
3u				in SPD 4d6,		of 5 per Minute; +¼); OAF (-1),
				ures (-¼),		Linked (-½), 8 Charges (-½) 2+[8]
			5 (-1/4),	Requires A Magic	12	Enchanted Robes: Armor (6 PD/6 ED);
3u	Roll (-		e. Aid	6 SPD 4d6, Ranged (+½);	3	OIF (-½) 0 Soul Gem: Mental Defense
<i>5</i> u				intations $(-\frac{1}{4})$,	3	(9 points total); OIF (-½)
				Roll (-½) 0	3	Soul Gem: Power Defense
3u	4) Or	ie Nigh	ıt's Slee	p In A Second: Aid		(5 points); OIF (-½) 0
				s (-¼), Incanta-	10	Spellsight: Detect Magic 13-
				es A Magic Roll (-½) 0		(Sight Group), Discriminatory 0
lu				Of His Enemies: +5	5	Darksight: Nightvision 0
				a), Incantations (-¼), Roll (-½) 0	1	Perks
2u				f Phase: Desolidification	8	Fringe Benefit: Membership (Morbane of
				ral/dimensional attacks),		DEMON)
				ce (0 END; +½); Gestures		Skills
	$(-\frac{1}{4}),$	Incant	ations	(-1/4), Requires	9	+3 with Divination Multipower
				Cannot Pass	2	
				ects (-½) 0	3 3	Analyze Magic 13- Concealment 13-
3u				rough The Seconds:	3	Conversation 13-
				Reduced Endurance (½ es (-¼), Incanta-	2	Cryptography 13-; Translation Only (-½)
				ass Through Intervening	3	High Society 13-
				es A Magic Roll (-½) 2	3	Interrogation 13-
2u				Simplified Healing 5d6;	3	CK: City Of Operation 13-
	Gestu	res (-½	4), Inca	antations (-¼), Requires	3	KS: Arcane And Occult Lore 13-
			ll (-½)	5		KS: Greater Mysteries Of DEMON 15-
2u				oment Before: Luck	3 2	Language: Latin (completely fluent) Language: another ancient language of GM's
				er Battle (-0), Ges-	2	choice (fluent conversation)
		(-¼), II Roll (-		ions (-¼), Requires A 0	3	Oratory 13-
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- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
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- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		1u	10) A View Of The Future: Clairsentience
Divi	ner Mu	ltipow	er, Ha	lf-Born minor			(Sight and Hearing Group), Precognition;
	ialty						Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½),
	Char	Cost	Roll	Notes			Precognition Only (-1) 5
	STR DEX	10 24	13- 13-	Lift 400 kg; 4d6 [2] OCV: 6/DCV: 6		19	Tentacles: Extra Limbs, Inherent (+¼); Lim-
	CON	16	13-	OCV. O/DCV. O			ited Manipulation (-1/4) plus Stretching 1",
	BODY	0	11-				Reduced Endurance (0 END; +½); Linked
	INT	8	13-	PER Roll 13-			(-½), No Noncombat Stretching (-¼) plus
	EGO	16	13-	ECV: 6		10	+15 STR; Linked (-½) 1 The Life-Sapping Energy Of The Qliphothic:
24 4	PRE COM	14 -3	14- 10-	PRE Attack: 5d6		10	Drain BODY 1d6
		-3	10-			15	Enchanted Mace: HKA 1d6 (11/2d6
	PD	6		Total: 20 PD (10 rPD)			with STR), +2 STUN Multiplier (+½);
	ED SPD	6 12		Total: 20 ED (10 rED))		OAF (-1) plus Drain CON 1d6, Delayed
4 8	REC	0		Phases: 3, 6, 9, 12			Return Rate (points return at the rate
	END	0					of 5 per Minute; +¼); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8]
35		6	Total	Characteristics Cost: 1	15	12	Enchanted Robes: Armor (6 PD/6 ED);
Mov	ement:	Dur	ning:	6"/12"			OIF (-½)
			iiiiig.			3	Soul Gem: Mental Defense
	Powe		3 6 1	EN			(9 points total); OIF (-½)
30				power, 60-point reserve;		3	Soul Gem: Power Defense
				1¼), Incantations (-¼), Roll (-½)	6	10	(5 points); OIF (-½) 0
3u				Second: Energy Blast	O	10	Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0
- Ju				is temporal/dimen-		5	Darksight: Nightvision 0
				n powers or Life Support			
				; +1); Gestures (-1/4),		0	Perks Trings Paneft: Mambarahin (Marhana of
			$(-\frac{1}{4}), F$	Requires A Magic		8	Fringe Benefit: Membership (Morbane of DEMON)
2.,	Roll (-	-	a. Dra	in CDD 446	6		·
3u				in SPD 4d6, ures (-¼),		0	Skills
				Requires A Magic		9	+3 with Divination Multipower
	Roll ((' //	1	U	3	Analyze Magic 13-
3u	3) Fa	st Tim	e: Aid	SPD 4d6, Ranged (+½);		3	Concealment 13-
				intations (-¼),		3 2	Conversation 13- Cryptography 13-; Translation Only (-½)
2				Roll (-½)		3	High Society 13-
3u		_		p In A Second: Aid s (-¼), Incanta-		3	Interrogation 13-
				es A Magic Roll (-½)		3	CK: City Of Operation 13-
1u				Of His Enemies: +5		3	KS: Arcane And Occult Lore 13-
				i), Incantations (-¼),		5	KS: Greater Mysteries Of DEMON 15-
	Requi	res A l	Magic 1	Roll (-½)	0	3	Language: Latin (completely fluent)
2u		_	-	f Phase: Desolidification	11	2	Language: another ancient language of GM's choice (fluent conversation)
				ral/dimensional attacks)		3	Oratory 13-
				ce (0 END; +½); Gesture (-¼), Requires	.0	13	Power: Magic 18-
				Cannot Pass		5	Soul Gem: +4 to Power: Magic Roll;
				ects (-½)	0		OIF (-½)
3u		_		rough The Seconds:		3	Stealth 13-
	Telepo	ortatio	n 24", I	Reduced Endurance (½		5	Tactics 14-
				es (-¼), Incanta-		5	Teamwork 14-
				ass Through Intervening	_	2	WF: Common Melee Weapons Weaponsmith (Muscle-Powered HTH) 13-
2				es A Magic Roll (-½)	_	2 30	30 points' worth of Skills of the GM's choice
2u				Simplified Healing 5d6; antations (-¼), Requires			(including those he developed as a Brother)
			4), 11102 [] (-½)		5		
2u				oment Before: Luck			Powers & Skills Cost: 260
				er Battle (-0), Ges-		Total	Cost: 375
	tures ((-¼), Ir	ncantat	ions (-1/4), Requires A			
	Magic	Roll (-1/2)		0		
ı							

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		1u	10) A View Of The Future: Clairsentience
Divi	ner Mu	ltipow	er, Ne	cromancer minor			(Sight and Hearing Group), Precognition;
spec		•					Gestures (-½), Incantations (-½), Requires
Val	Char	Cost	Roll	Notes			A Magic Roll (-½), No Range (-½),
	STR	10	13-	Lift 400 kg; 4d6 [2]		25	Precognition Only (-1) 5
	DEX	24	13-	OCV: 6/DCV: 6		27	Necromancy: Multipower, 54-point reserve;
	CON	16	13-				all slots Gestures (-¼), Incantations (-¼),
	BODY		11-			2	Requires A Magic Roll (-½) 1) Command The Undead: Mind Control
	INT	8	13-	PER Roll 13-		2u	1) Command The Ordead: Milid Collifor 10d6; Gestures (-¼), Incantations (-¼),
	EGO	16	13-	ECV: 6			Requires A Magic Roll (-½), Only Versus
	PRE	10	13-	PRE Attack: 4d6			Undead (-1) 5
10	COM	0	11-			2u	2) Raise Skeleton: Summon 179-point
10	PD	6		Total: 20 PD (10 rPD)	24	Skeleton, Loyal (+½); Gestures (-¼),
10	ED	6		Total: 20 ED (10 rED			Incantations (-¼), Requires A Magic
4	SPD	12		Phases: 3, 6, 9, 12			Roll (-½), Must Have Bones Or Body
8	REC	0					Present (-1) 5
36	END	0				2u	3) Raise Zombie: Summon 178-point
35	STUN	6	Total	Characteristics Cost: 1	114		Zombie, Loyal (+½); Gestures (-¼),
Mov	ement:	Rur	ning:	6"/12"			Incantations (-1/4), Requires A Magic
							Roll (-1/2), Must Have Body Present (-1) 5
	Powe				ND	15	Enchanted Mace: HKA 1d6 (1½d6
30				ower, 60-point reserve;			with STR), +2 STUN Multiplier (+½);
				1/4), Incantations (-1/4),			OAF (-1) plus Drain CON 1d6, Delayed
2				Roll (-½)	6		Return Rate (points return at the rate
3u				Second: Energy Blast			of 5 per Minute; +¼); OAF (-1),
				is temporal/dimen- n powers or Life Support	-	12	Linked (-½), 8 Charges (-½) 2+[8]
				; +1); Gestures (-¼),	•	12	Enchanted Robes: Armor (6 PD/6 ED);
				Requires A Magic		3	OIF (-½) 0 Soul Gem: Mental Defense
	Roll (-		(/4),1	requires 11 iviugie	6	3	(9 points total); OIF (-½)
3u			e: Dra	in SPD 4d6,	Ü	3	Soul Gem: Power Defense
				ures (-1/4),		3	(5 points); OIF (-½)
				Requires A Magic		10	Spellsight: Detect Magic 13-
	Roll (-		('))	1 8	6		(Sight Group), Discriminatory 0
3u			e: Aid	SPD 4d6, Ranged (+½)	;	5	Darksight: Nightvision 0
	Gestu	res (-½	4), Inca	intations (-1/4),			Perks
				Roll (-½)	0	0	1 01110
3u				p In A Second: Aid		8	Fringe Benefit: Membership (Morbane of DEMON)
				s (-¼), Incanta-			DEMON)
	tions ((-¼), F	lequire	s A Magic Roll (-½)	0		Skills
lu		_		Of His Enemies: +5		9	+3 with Divination Multipower
), Incantations (-¼),	0	3	Analyze Magic 13-
21-				Roll (-½) f Dhasar Dasalidificatio	0	3	Concealment 13-
2u		_	-	f Phase: Desolidification		3	Conversation 13-
				ral/dimensional attacks		2	Cryptography 13-; Translation Only (-½)
				e (0 END; +½);	es	3	High Society 13-
				Cannot Pass		3	Interrogation 13-
				ects (-½)	0	3	CK: City Of Operation 13-
3u				rough The Seconds:	O	3	KS: Arcane And Occult Lore 13-
				Reduced Endurance (½		5	KS: Greater Mysteries Of DEMON 15-
				es (-¼), Incanta-		3	Language: Latin (completely fluent)
				ass Through Intervening	g	2	Language: another ancient language of GM's
				es A Magic Roll (-½)	2		choice (fluent conversation)
2u				Simplified Healing 5d6	;	3	Oratory 13-
				intations (-¼), Requires		13	Power: Magic 18-
	A Maş				5	5	Soul Gem: +4 to Power: Magic Roll;
2u				oment Before: Luck		2	OIF (-½)
				er Battle (-0), Ges-		3	Stealth 13-
				ions (-¼), Requires A		5	Tactics 14-
	Magic	Roll (-½)		0		

- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	9) He's Seen This Moment Before: Luck
Divi	ner Mul	ltipow		ner-Worlder minor			10d6; Only Once Per Battle (-0), Ges-
spec		04	Dall	Natas			tures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0
	Char STR	Cost 10	Roll 13-	Notes Lift 400 kg; 4d6 [2]		1u	10) A View Of The Future: Clairsentience
	DEX	24	13-	OCV: 6/DCV: 6			(Sight and Hearing Group), Precognition;
	CON	16	13-				Gestures (-½), Incantations (-½), Requires
	BODY		11-	DED D 11 12			A Magic Roll (-½), No Range (-½), Precognition Only (-1) 5
	INT EGO	8 16	13- 13-	PER Roll 13- ECV: 6		20	Other-World Magic: Multipower, 40-point
20	PRE	10	13-	PRE Attack: 4d6			reserve; all slots Gestures (-¼), Incantations
	COM	0	11-			2	(-¼), Requires A Magic Roll (-½)
10	PD	6		Total: 20 PD (10 rPD)	2u	1) Peek Through The Dimensions: Clairsentions (Sight and Hearing Croup) Dimen
	ED	6		Total: 20 ED (10 rED			tience (Sight and Hearing Group), Dimensional (single other dimension, defined
4	SPD	12		Phases: 3, 6, 9, 12			when the power is bought); Gestures (-1/4),
8	REC	0					Incantations (-1/4), Requires A Magic Roll
	END STUN	0 6	Total	Characteristics Cost: 1	14	2	(-½) 4
						2u	2) Other-Worldly Movement: Extra- Dimensional Movement (any location in
Mov	ement:	Kun	ning: (5 /12			a single dimension), x8 Increased Mass;
	Power				ID		Gestures (-¼), Incantations (-¼), Requires
30				ower, 60-point reserve; ¹ / ₄), Incantations (- ¹ / ₄),		2	A Magic Roll (-½) 4
				Roll (-½)	6	2u	3) A Quick Getaway: Extra-Dimensional Movement (any location in a single
3u				Second: Energy Blast			dimension), Trigger (variable; +½);
				is temporal/dimen-			Gestures (-1/4), Incantations (-1/4), Requires
				powers or Life Support		2	A Magic Roll (-½) 4
				(+1); Gestures (-¼), Requires A Magic		2u	4) A Quick Trip: Teleportation 12", x8 Increased Mass; Gestures (-¼), Incanta-
	Roll (-		(, -,,,	1	6		tions (-¼), Requires A Magic Roll (-½) 4
3u				in SPD 4d6,		1u	5) Summon Other-Worldly Denizen I:
	-			ures (-¼),			Summon 200-point other-worldly denizen
	Roll (-		(-74), 1	Requires A Magic	6		(choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½),
3u			: Aid S	SPD 4d6, Ranged (+½);			Extra Time (1 Turn; -1¼) 4
				ntations (-1/4),		1u	6) Summon Other-Worldly Denizen II:
2				Roll (-½)	0		Summon 200-point other-worldly denizen
3u				o In A Second: Aid (-¼), Incanta-			(choose different type); Gestures (-¼), ncantations (-¼), Requires A Magic
				s A Magic Roll (-½)	0		Roll (-½), Extra Time (1 Turn; -1¼) 415
1u				Of His Enemies: +5			Enchanted Mace: HKA 1d6 (11/2d6
), Incantations (-¼),	0		with STR), +2 STUN Multiplier (+½);
2u				Roll (-½) f <i>Phase</i> : Desolidificatio	0 n		OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate
24				al/dimensional attacks			of 5 per Minute; +½); OAF (-1),
				e (0 END; +½); Gesture			Linked (-½), 8 Charges (-½) 2+[8]
				(-¼), Requires		12	Enchanted Robes: Armor (6 PD/6 ED);
				Cannot Pass ects (-½)	0	2	OIF (-½) 0
3u				rough The Seconds:	U	3	Soul Gem: Mental Defense (9 points total); OIF (-½) 0
				Reduced Endurance (½		3	Soul Gem: Power Defense
				es (-¼), Incanta-			(5 points); OIF (-½) 0
				ss Through Intervening es A Magic Roll (-½)	2	10	Spellsight: Detect Magic 13-
2u				Simplified Healing 5d6		5	(Sight Group), Discriminatory 0 Darksight: Nightvision 0
				ntations (-¼), Requires		5	2 Tright Tolois
	A Mag	gic Rol	l (-½)		5		

Perks

8 Fringe Benefit: Membership (Morbane of DEMON)

Skills

- 9 +3 with Divination Multipower
- 3 Analyze Magic 13-
- 3 Concealment 13-
- 3 Conversation 13-
- 2 Cryptography 13-; Translation Only (-½)
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 yoints' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 261

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
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- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE	1u	10) A View Of The Future: Clairsentience
Divi	ner Mu	ltipow	er, Su	nmoner minor		(Sight and Hearing Group), Precognition;
spec	ialty	-				Gestures (-½), Incantations (-½), Requires
	Char	Cost	Roll	Notes		A Magic Roll (-½), No Range (-½),
	STR	10	13-	Lift 400 kg; 4d6 [2]	30	Precognition Only (-1) 5 Call Specific Demonling: Summon 250-
	DEX	24	13-	OCV: 6/DCV: 6	30	point Demonling, Slavisly Loyal (+1),
	CON	16	13-			Specific Individual (+1); Gestures (-½),
	BODY		11-	DED Dall 12		Incantations (-½), Extra Time (1 Hour;
	INT EGO	8 16	13- 13-	PER Roll 13- ECV: 6		-3) 15
	PRE	10	13-	PRE Attack: 4d6	15	Enchanted Mace: HKA 1d6 (1½d6
	COM	0	11-	1 KL Milack. 400		with STR), +2 STUN Multiplier (+½);
				T (1 20 DD (10 DD)		OAF (-1) plus Drain CON 1d6, Delayed
	PD	6		Total: 20 PD (10 rPD)		Return Rate (points return at the rate
10	ED SPD	6 12		Total: 20 ED (10 rED) Phases: 3, 6, 9, 12		of 5 per Minute; +½; OAF (-1),
8	REC	0		rilases: 3, 0, 9, 12	10	Linked (-½), 8 Charges (-½) 2+[8]
	END	0			12	Enchanted Robes: Armor (6 PD/6 ED); OIF (-½) 0
	STUN		Total	Characteristics Cost: 114	3	OIF (-½) 0 Soul Gem: Mental Defense
					3	(9 points total); OIF (-½)
Mov	ement:	Kur	nning:	6 /12	3	Soul Gem: Power Defense
Cost	Powe	rs		END		(5 points); OIF (-½) 0
30				ower, 60-point reserve;	10	Spellsight: Detect Magic 13-
				·¼), Incantations (-¼),		(Sight Group), Discriminatory 0
				Roll (-½) 6	5	Darksight: Nightvision 0
3u				Second: Energy Blast		Perks
				is temporal/dimen-	8	Fringe Benefit: Membership (Morbane of
				n powers or Life Support ; +1); Gestures (-1/4),		DEMON)
				Requires A Magic		Skills
	Roll (-		(/1/)1	6	9	+3 withDivination Multipower
3u			ie: Dra	in SPD 4d6,		-
				ures (-¼),	3	Analyze Magic 13-
	Incan	tations	s (-¼),	Requires A Magic	3	Concealment 13-
	Roll (6	3	Conversation 13-
3u				SPD 4d6, Ranged (+½);	2 3	Cryptography 13-; Translation Only (-½) High Society 13-
				antations (-¼),	3	Interrogation 13-
2.,				Roll (-½) 0 p In A Second: Aid	3	CK: City Of Operation 13-
3u				s (-¼), Incanta-	3	KS: Arcane And Occult Lore 13-
				es A Magic Roll (-½) 0	5	KS: Greater Mysteries Of DEMON 15-
1u	5) Or	ie Step	Ahead	Of His Enemies: +5	3	Language: Latin (completely fluent)
), Incantations (-¼),	2	Language: another ancient language of GM's
	Requi	res A l	Magic 1	Roll (-½) 0		choice (fluent conversation)
2u				f Phase: Desolidification	3	Oratory 13-
				ral/dimensional attacks),	13 5	Power: Magic 18- Soul Gem: +4 to Power: Magic Roll;
				te (0 END; +½); Gestures	3	OIF (-½)
				(-¼), Requires	3	Stealth 13-
				Cannot Pass ects (-½) 0	5	Tactics 14-
3u				ects $(-\frac{1}{2})$ 0 0 10 17 17 18 19 19 19 19 19 19 19 19 19 19 19 19 19	5	Teamwork 14-
Ju		-		Reduced Endurance (½	2	WF: Common Melee Weapons
				es (-¼), Incanta-	2	Weaponsmith (Muscle-Powered HTH) 13-
				ass Through Intervening	30	30 points' worth of Skills of the GM's choice
				es A Magic Roll (-½) 2		(including those he developed as a Brother)
2u	8) Ra	pid He	ealing:	Simplified Healing 5d6;	m .	1 Decrees 9- Chille Coat 201
				antations (-1/4), Requires		l Powers & Skills Cost: 261
			ll (-½)	5 ·	100	l Cost: 375
2u				oment Before: Luck		
				er Battle (-0), Ges- ions (-¼), Requires A		
		: Roll (0		
	1,111510	(, -,	v		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

Diviner Multipower, Thaumaturge minor specialty Val Char Cost Roll Notes 20 STR 10 13				MOR	BANE		1u	10) A View Of The Future: Clairsentience
Val Char Cost Roll Notes Cost Roll South Cost C	Divi	ner Mul	tipow	er, Tha	numaturge minor			
Precognition Only (-1) 5		•						
Minor Thaumaturgy: Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Cestures (-¼), Incantations (-¼), Requires (-¼), Incantations (-¼), Requires (-¼), Incantations (-¼), Requires (-¼), Incantations (-¼), Requires (-¼), Incantations (-¼), Incantations (-¼), Incantations (-¼), Inc	1							
18 CON 16 13- 13- 10 BODY 0 11- 13- 18 EGO 16 13- ECV: 6 20 PRE 10 13- PRE Attack: 4d6 20 PRE 10 PRE 20							31	
10 BODY 0 11-	1				OCV. 0/DCV. 0			
18 EGO	1		0					
Variable			8				1.5	
OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; 1-4½), OAF (-1), Linked (-½), 8 Charges (-½) 2+[8]							15	
Return Rate (points return at the rate of 5 per Minute; +¼); CAR-(1), 1					PRE Attack: 4d6			
10 ED 6				11-				
4 SPD 12 Phases: 3,6,9,12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END 30 Divination: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 1) One Day In One Second: Energy Blast 6d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 2) Slow Time: Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 33 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) One Step Out of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) One Step Out of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) One Step Out of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-½), Incantations (-½), Requires A Magic Roll (-½) (-½) 5) Out Step Forward Through The Seconds: 12 Enchanted Robes: Armor (6 PD/6 ED); OIF (-½) 3 Soul Gem: Power Defense (5 points;) OIF (-½) 3 Soul Gem: Power Defense (5 points;) OIF (-½) 3 Soul Gem: Power Defense (5 points;) OIF (-½) 3 Soul Gem: Power Defense (5 points;) OIF (-½) 4 Splisht: Nightvision 0 5 DEMON 5 Skills 5 Fringe Benefit: Membership (Morbane of DEMON) 5 Concealment 13- 6 Concealment 13- 6 Concealment 13- 6 Concealme								
8 REC 0 36 END 0 36 END 0 37 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END 30 Divination: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 Divination: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 L) One Day In One Second: Energy Blast 6d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 L) Slow Time: Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 L) Analyze Magic Roll (-½) 31 Sast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 L) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 L) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 30 L) Step Forward Through The Seconds: OIF (-½)))	10	
36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END 30 Divination: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 50 I) One Day In One Second: Energy Blast 6d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1]; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 50 I) Spellsight: Detect Magic 13-(Sight Group), Discriminatory 0 Darksight: Nightvision 0 Derkoon: Spellsight: Nightvision 0 Derkoon: Open Spellsight: Nightvision 0 Derkoon: Spellsight: Nightvision 0 Derkoon: Open Spellsight: Ni					Filases: 3, 0, 9, 12		12	
Movement: Running: 6"/12" Soul Gem: Power Defense (5 points); OIF (-½) 0							3	
Soul Gem: Power Defense (5 points); OIF (-½) 0	35	STUN	6	Total	Characteristics Cost:	114	0	
Cost Powers Send Divination: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Su 1) One Day In One Second: Energy Blast 6d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Su 2) Slow Time: Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Su 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Su 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Su 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Su 4) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Su 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Cy Cy Cy Cy Cy Cy Cy Cy Cy C	Mov	ement:	Run	ning:	6"/12"		3	
30 Divination: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 3u 1) One Day In One Second: Energy Blast 6d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 3u 2) Slow Time: Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 3u 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 (K: City Of Operation 13- (K: City Of Operation 13- (K: Arcane And Occult Lore 13- (K: City Of Operation 13- (K: City Of Opera				8				
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Requires A Magic Roll (-½) 1	30					,	5	
1) One Day In One Second: Energy Blast 6d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)						6	3	
sional manipulation powers or Life Support [Diminished Sleep]; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 2) Slow Time: Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 Concealment 13- Conversation 13- Civity Of Operation 14- Civity Of Operation 13- Civity Of Operation 14- Civit	3u	1) One	e Day .	In One	Second: Energy Blast		0	
Skills Incantations (-¼), Requires A Magic Roll (-½) Skills 1							0	
Incantations (-¼), Requires A Magic Roll (-½) 3u 2) Slow Time: Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-½) 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 7) Step Forward Through The Seconds: 4 with Divination Multipower 4 with Divination Multipower 3 Analyze Magic 13- Concealment 13- Lonversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Soul Gem: +4 to Power: Magic Roll; OIF (-½) VIE Common Melee Weapons						Ī		
Roll (-½) 3u 2) Slow Time: Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-½) 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 7) Step Forward Through The Seconds: A malyze Magic 13- Concealment 13- Concealment 13- Concealment 13- Sconresation 13- Concealment 13- Sconresation 13- Coryptography 13-; Translation Only (-½) High Society 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18- Soul Gem: +4 to Power: Magic Roll; OIF (-½) Stealth 13- Tactics 14- Teamwork 14- WF: Common Melee Weapons							0	
Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3				(, -,,, -	1	6		-
Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 7) Step Forward Through The Seconds: 3 Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18- Soul Gem: +4 to Power: Magic Roll; OIF (-½) Teamwork 14- WF: Common Melee Weapons	3u							
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30 3) Fast Time: Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 CK: City Of Operation 13- 30 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-½) 0 3 CS: Greater Mysteries Of DEMON 15- tions (-¼), Requires A Magic Roll (-½) 0 3 Language: Latin (completely fluent) 10 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 CS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Oratory 13- Power: Magic 18- Soul Gem: +4 to Power: Magic Roll; OIF (-½) OIF (-½) Stealth 13- Tactics 14- Teamwork 14- Teamwork 14- WF: Common Melee Weapons				(-1/4),	Requires A Magic	6		
Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 CK: City Of Operation 13- 3u 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incanta- tions (-¼), Requires A Magic Roll (-½) 0 3 Language: Latin (completely fluent) 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 Cratory 13- 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 5 Tactics 14- 3u 7) Step Forward Through The Seconds: 3 Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: another ancient language of GM's choice (fluent conversation) Oratory 13- Power: Magic 18- Soul Gem: +4 to Power: Magic Roll; OIF (-½) Teamwork 14- Teamwork 14- WF: Common Melee Weapons	3u			e: Aid	SPD 4d6, Ranged (+½)			
3u 4) One Night's Sleep In A Second: Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 3u 7) Step Forward Through The Seconds: 3 KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) Language: And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) 2 Language: And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: And Occult Lore 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) 2 Language: And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) 2 Language: And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) 2 Language: And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: And Occult Lore 13- KS: Arcane And Occult And Locult Lore 13- KS: Arcane And Occult And Locult Loc						•		
END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 3u 7) Step Forward Through The Seconds: 5 KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) 2 Language: another ancient language of GM's choice (fluent conversation) 3 Oratory 13- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½) 5 Tactics 14- 7 Teamwork 14- WF: Common Melee Weapons						0		
tions (-¼), Requires A Magic Roll (-½) 0 1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 3	3u							
1u 5) One Step Ahead Of His Enemies: +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 Oratory 13- 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 3 Oratory 13- Power: Magic 18- Soul Gem: +4 to Power: Magic Roll; OIF (-½) Stealth 13- Tactics 14- Teamwork 14- 3u 7) Step Forward Through The Seconds: 2 Language: another ancient language of GM's choice (fluent conversation) 3 Oratory 13- Soul Gem: +4 to Power: Magic Roll; OIF (-½) Stealth 13- Tactics 14- Teamwork 14- WF: Common Melee Weapons						0		•
DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3 Oratory 13- 2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 5 Teamwork 14- 3u 7) Step Forward Through The Seconds: 2 WF: Common Melee Weapons	1u					U	2	
2u 6) One Step Out Of Phase: Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 0 5 Teamwork 14- 3u 7) Step Forward Through The Seconds: 13 Power: Magic 18- Soul Gem: +4 to Power: Magic Roll; OIF (-½) Stealth 13- Tactics 14- Teamwork 14- WF: Common Melee Weapons							_	
(affected by temporal/dimensional attacks), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 7) Step Forward Through The Seconds: Soul Gem: +4 to Power: Magic Roll; OIF (-½) Stealth 13- Tactics 14- Teamwork 14- WF: Common Melee Weapons						-		
Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 7) Step Forward Through The Seconds: OIF (-½) Stealth 13- Tactics 14- Teamwork 14- WF: Common Melee Weapons	2u		-	-				
(-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 3 Stealth 13- Tactics 14- Teamwork 14- WF: Common Melee Weapons							3	
A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 3u 7) Step Forward Through The Seconds: 5 Tactics 14- 5 Teamwork 14- WF: Common Melee Weapons						CS	3	
3u 7) Step Forward Through The Seconds: 2 WF: Common Melee Weapons								
out 1) out 10 ward 11 out 11 out of 12 out 1						0		
	3u						2	Weaponsmith (Muscle-Powered HTH) 13-
Teleportation 24", Reduced Endurance (½ END; +½); Gestures (-½), Incanta- 2 Weaponsmith (Muscle-Powered H1H) 13- 30 points' worth of Skills of the GM's choice								
tions (-¼), Must Pass Through Intervening (including those he developed as a Brother)						g		
Space (-¼), Requires A Magic Roll (-½) 2							-	
2u 8) Rapid Healing: Simplified Healing 5d6; Total Powers & Skills Cost: 262	2u	8) <i>Rap</i>	oid He	aling:	Simplified Healing 5d6			
Gestures (-¼), Incantations (-¼), Requires Total Cost: 376					ntations (-¼), Requires		rota	1 Cust: 3/0
A Magic Roll (-½) 5 2u 9) <i>He's Seen This Moment Before</i> : Luck	211				oment Refore: Tuck	5		
10d6; Only Once Per Battle (-0), Ges-	L Zu							
tures (-¼), Incantations (-¼), Requires A		tures (-	-¼), In	cantati				
Magic Roll (-½) 0		Magic	Roll (-	-1/2)		0		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

1) *Befuddlement:* Mental Illusions 7d6, Reduced Endurance (½ END; +¼);

THE ELEMENTALIST

tations (-¼), Requires A Magic Roll (-½) 0

							Gestures (-¼), Incantations (-¼),	
			MOR	BANE			Requires A Magic Roll (-½)	1
r1	4 . 10 -	Nr. 1-				1u	2) Touch Of Terror: Drain PRE 2d6,	*
		Mult	ıpowei	r, Black Magician min	or	14	Reduced Endurance (0 END; +½);	
spec	•	Coct	Dall	Notes			Gestures (-¼), Incantations (-¼),	
	STR	Cost 10	Roll 13-	Lift 400 kg; 4d6 [2]				0
	DEX	24	13-	OCV: 6/DCV: 6		2u	3) Spell-Shattering: Dispel Magic 12d6,	
	CON	16	13-	OCV. 0/DCV. 0			any Magic power one at a time (+¼);	
	BODY	0	11-				Gestures (-1/4), Incantations (-1/4), Requires	
	INT	8	13-	PER Roll 13-			A Magic Roll (-½)	4
	EGO	16	13-	ECV: 6		1u	4) Call Demonling: Summon 233-point	
	PRE	10	13-	PRE Attack: 4d6			Demonling (see HERO System Bestiary,	
10	COM	0	11-	TIETHURA 140			page 51); Gestures (-¼), Incantations (-¼),	
							Requires A Magic Roll (-1/2), Extra Time	
	PD	6		Total: 20 PD (10 rPD				5
	ED	6		Total: 20 ED (10 rED)	15	Enchanted Mace: HKA 1d6 (1½d6	
4	SPD	12		Phases: 3, 6, 9, 12			with STR), $+2$ STUN Multiplier $(+\frac{1}{2})$;	
8	REC	0					OAF (-1) plus Drain CON 1d6, Delayed	
	END	0	T. 4.1	Cl	114		Return Rate (points return at the rate	
35	STUN	6	Total	Characteristics Cost: 1	114		of 5 per Minute; +½; OAF (-1),	. 1
Mov	ement:	Run	ning:	6"/12"		10	Linked (-½), 8 Charges (-½) 2+[8	8]
Coct	Power	•		E1	ND	12	Enchanted Robes: Armor (6 PD/6 ED);	0
30			agic. N		AD.	3	` '	0
30				Multipower, 60-point stures (-¼), Incantation	3.0	3	Soul Gem: Mental Defense	Λ
				agic Roll (-½)	15	3	(9 points total); OIF (-½) Soul Gem: Power Defense	0
3u				ergy Blast 12d6; Gesture	26	3	(5 points); OIF (-½)	0
Ju				(-¼), Requires A Magic		10	Spellsight: Detect Magic 13-	U
	Roll (-		(10115	74), requires 11 mugic	6	10		0
3u			П· Ene	ergy Blast 8d6, Reduced	Ü	5	Darksight: Nightvision	0
Ju				$+\frac{1}{2}$; Gestures $(-\frac{1}{4})$,		3	Durisigni. Trighterioloff	U
				lequires A Magic			Perks	
	Roll (-		(,-/)-	1	0	8	Fringe Benefit: Membership (Morbane of	
2u			olation	: HKA 1d6, Damage			DEMON)	
				ge in HTH Combat;			Skills	
				+1), Reduced Endur-		9	+3 with Elemental Magic Multipower	
				Gestures (-1/4), Incanta	-		•	
	tions (-¼), R	equire	s A Magic Roll (-½),		3	Analyze Magic 13-	
	No ST				0	3	Concealment 13-	
3u				ock Of Ice: Entangle		3	Conversation 13-	
	6d6, 6	DEF;	Gestur	es (-¼), Incanta-		2	Cryptography 13-; Translation Only (-½)	
				s A Magic Roll (-½)	6	3	High Society 13-	
3u				ergy Blast 8d6,		3	Interrogation 13- CK: City Of Operation 13-	
				nly Affects Targets On		3	KS: Arcane And Occult Lore 13-	
				Gestures (-¼), Incanta-		5	KS: Greater Mysteries Of DEMON 15-	
2				s A Magic Roll (-½)	6	3	Language: Latin (completely fluent)	
3u				orce Wall (8 PD/8 ED;		2	Language: another ancient language of GM	ľs
				Opaque (Sight Group);		_	choice (fluent conversation)	
				ntations (-¼), Requires	6	3	Oratory 13-	
2	A Mag			Via do. Eliabt 12"	6	13	Power: Magic 18-	
3u				Vinds: Flight 12",		5	Soul Gem: +4 to Power: Magic Roll;	
				e As An Attack (defense			OIF (-½)	
				efense; +1); Ges- ons (-¼), Requires A		3	Stealth 13-	
	Magic			0113 (- /4), REQUITES A	6	5	Tactics 14-	
3u				ıtal: Summon 240-	U	5	Teamwork 14-	
Ju				panded Class (any ele-		2	WF: Common Melee Weapons	
				res (-¼), Incanta-		2	Weaponsmith (Muscle-Powered HTH) 13-	
				s A Magic Roll (-½)	6	30	30 points' worth of Skills of the GM's choic	
24				Multipower, 48-point			(including those he developed as a Brother)
-			_	stures (-¼), Incan-				
				res A Magic Poll (16)	Λ	Tota	l Powers & Skills Cost: 261	

2u

Total Powers & Skills Cost: 261 Total Cost: 375

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	1) Flaring Light Bulbs: Sight Group Flash
		t Mult	ipowe	r, City Magic minor			4d6, Area Of Effect (2" Radius; +1); IIF
spec	ialty Char	Cost	Roll	Notes			(light bulbs of opportunity; -¼), Gestures (-¼), Incantations (-¼), Requires A
	STR	10	13-	Lift 400 kg; 4d6 [2]			Magic Roll (-½) 4
	DEX	24	13-	OCV: 6/DCV: 6		2u	2) Wall Of Pavement: Force Wall (5 PD/5
18	CON	16	13-				ED; 3" long and 1" tall), Opaque; Gestures
	BODY	0	11-				(-¼), Incantations (-¼), Only In Paved
	INT	8	13-	PER Roll 13-		1u	Areas (-¼), Requires A Magic Roll (-½) 4 3) Pass Through Walls: Desolidification
	EGO	16	13-	ECV: 6		Tu	(affected by any attack); Gestures (-¼),
	PRE	10	13-	PRE Attack: 4d6			Incantations (-¼), Requires A Magic
10	COM	0	11-				Roll (-½), Does Not Protect Against
	PD	6		Total: 20 PD (10 rPD			Damage (-1) 4
	ED	6		Total: 20 ED (10 rED)	2u	4) Travel Along Electric Lines: Teleporta-
4	SPD	12		Phases: 3, 6, 9, 12			tion 20"; Gestures $(-\frac{1}{4})$, Incantations $(-\frac{1}{4})$,
8	REC END	0					Requires A Magic Roll (-½), Only Be-
35		0 6	Total	Characteristics Cost: 1	114	2	tween Conductors Or Through Wires (-½) 4
33	31011				114	2u	5) Draw Upon The Spirit Of The City: Aid END 4d6; Gestures (-¼), Incantations (-¼),
Mov	ement:	Run	ning:	6"/12"			Requires A Magic Roll (-½) 0
Cost	Power	rs		EN	ID	1u	6) <i>The City's Warning Whisper:</i> Danger
30	Eleme	ntal M	lagic: N	Multipower, 60-point			Sense (INT Roll) (any danger, immediate
	reserv	e; all s	lots Ge	stures (-1/4), Incantation	ıs		vicinity); Gestures (-1/4), Incantations (-1/4),
		-		agic Roll (-½)			Requires A Magic Roll (-½) 0
3u				ergy Blast 12d6; Gesture	es	15	Enchanted Mace: HKA 1d6 (1½d6
			ations ((-¼), Requires A Magic			with STR), +2 STUN Multiplier (+½);
2	Roll (-	,	П. Епа	mary Plant Ode Dadward	6		OAF (-1) plus Drain CON 1d6, Delayed
3u				ergy Blast 8d6, Reduced +½); Gestures (-¼),			Return Rate (points return at the rate
				lequires A Magic			of 5 per Minute; +¼); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8]
	Roll (-		(/4),1	requires 11 iviagie	0	12	Enchanted Robes: Armor (6 PD/6 ED);
2u			<i>ola</i> tion	: HKA 1d6, Damage		12	OIF (-½) 0
				ge in HTH Combat;		3	Soul Gem: Mental Defense
				+1), Reduced Endur-			(9 points total); OIF $(-\frac{1}{2})$ 0
				Gestures (-¼), Incanta-	-	3	Soul Gem: Power Defense
				s A Magic Roll (-½),	0		(5 points); OIF (-½) 0
3u			us (-½	ock Of Ice: Entangle	0	10	Spellsight: Detect Magic 13-
Ju				es (-¼), Incanta-		5	(Sight Group), Discriminatory 0 Darksight: Nightvision 0
				s A Magic Roll (-½)	6	3	Durksight. Nightvision
3u	5) Ear	rthqua	ke: En	ergy Blast 8d6,			Perks
				nly Affects Targets On		8	Fringe Benefit: Membership (Morbane of
	The G	round	(-1/4), (Gestures (-¼), Incanta-			DEMON)
				s A Magic Roll (-½)	6		Skills
3u				orce Wall (8 PD/8 ED;		9	+3 with Elemental Magic Multipower
				Opaque (Sight Group);		3	Analyze Magic 13-
				ntations (-1/4), Requires	6	3	Concealment 13-
3u	A Mag			Vinds: Flight 12",	O	3	Conversation 13-
Ju				e As An Attack (defense		2	Cryptography 13-; Translation Only (-½)
				efense; +1); Ges-		3	High Society 13-
	_			ons (-¼), Requires A		3	Interrogation 13-
	Magic			•	6	3	CK: City Of Operation 13-
3u				ntal: Summon 240-		3	KS: Arcane And Occult Lore 13-
				panded Class (any ele-		5 3	KS: Greater Mysteries Of DEMON 15-
				res (-¼), Incanta-		2	Language: Latin (completely fluent) Language: another ancient language of GM's
20				s A Magic Roll (-½)	6	4	choice (fluent conversation)
20				Multipower, 40-point stures (-¼), Incantation	15	3	Oratory 13-
				agic Roll (-½)	13		,
	(/=/, 1	quii	-0 11 111				

- 5 *Soul Gem:* +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	1) One Step Out Of Phase: Desolidifica-
Elen	nentalis	t Mult	ipowe	r, Diviner minor			tion (affected by temporal/dimensional
spec			1	,			attacks), Reduced Endurance (½ END;
	Char	Cost	Roll	Notes			$+\frac{1}{4}$); Gestures (- $\frac{1}{4}$), Incantations (- $\frac{1}{4}$),
20	STR	10	13-	Lift 400 kg; 4d6 [2]			Requires A Magic Roll (-1/2), Cannot
	DEX	24	13-	OCV: 6/DCV: 6			Pass Through Solid Objects (-½) 2
18	CON	16	13-			2u	2) He's Seen This Moment Before: Luck
10	BODY	0	11-				10d6; Only Once Per Battle (-0), Ges-
	INT	8	13-	PER Roll 13-			tures (-1/4), Incantations (-1/4), Requires A
18	EGO	16	13-	ECV: 6			Magic Roll (-½) 0
20	PRE	10	13-	PRE Attack: 4d6		1u	3) A View Of The Future: Clairsentience
10	COM	0	11-				(Sight and Hearing Group), Precognition;
				E . 1 20 DD (10 DD			Gestures $(-\frac{1}{2})$, Incantations $(-\frac{1}{2})$,
	PD	6		Total: 20 PD (10 rPD			Requires A Magic Roll (-1/2), No
	ED	6		Total: 20 ED (10 rED))		Range (-½), Precognition Only (-1) 5
4	SPD	12		Phases: 3, 6, 9, 12		15	Enchanted Mace: HKA 1d6 (11/2d6
8	REC	0					with STR), $+2$ STUN Multiplier $(+\frac{1}{2})$;
	END	0	TT 4 1		114		OAF (-1) plus Drain CON 1d6, Delayed
35	STUN	6	Total	Characteristics Cost:	114		Return Rate (points return at the rate
Mov	ement:	Rur	ning:	6"/12"			of 5 per Minute; +½); OAF (-1),
			U		ND.		Linked (-½), 8 Charges (-½) 2+[8]
	Powe		r s		ND	12	Enchanted Robes: Armor (6 PD/6 ED);
30				Multipower, 60-point		_	OIF (-½)
				estures (-¼), Incantation	ns	3	Soul Gem: Mental Defense
2				lagic Roll (-½)		_	(9 points total); OIF (-½)
3u				ergy Blast 12d6; Gestur		3	Soul Gem: Power Defense
			ations	(-¼), Requires A Magic		10	(5 points); OIF (-½) 0
2	Roll (П. Б.		6	10	Spellsight: Detect Magic 13-
3u				ergy Blast 8d6, Reduced		_	(Sight Group), Discriminatory 0
				; +½); Gestures (-¼),		5	Darksight: Nightvision 0
			(-74), R	Requires A Magic	0		Perks
2u	Roll (-		alation	: HKA 1d6, Damage	U	8	Fringe Benefit: Membership (Morbane of
Zu				ge in HTH Combat;			DEMON)
				+1), Reduced Endur-			Chillo
				Gestures (-¼), Incanta	_	0	Skills
				s A Magic Roll (-½),		9	+3 with Elemental Magic Multipower
			ius (-½		0	3	Analyze Magic 13-
3u				ock Of Ice: Entangle	Ü	3	Concealment 13-
				es (-¼), Incanta-		3	Conversation 13-
				s A Magic Roll (-½)	6	2	Cryptography 13-; Translation Only (-1/2)
3u				ergy Blast 8d6,		3	High Society 13-
				nly Affects Targets On		3	Interrogation 13-
				Gestures (-¼), Incanta-		3	CK: City Of Operation 13-
				s A Magic Roll (-½)	6	3	KS: Arcane And Occult Lore 13-
3u				Force Wall (8 PD/8 ED;		5	KS: Greater Mysteries Of DEMON 15-
	4" lon	g and 1	"tall),	Opaque (Sight Group);		3	Language: Latin (completely fluent)
				ntations (-¼), Requires		2	Language: another ancient language of GM's
	A Mag	gic Rol	l (-½)	•	6		choice (fluent conversation)
3u				Vinds: Flight 12",		3	Oratory 13-
				le As An Attack (defense	2	13	Power: Magic 18-
				efense; +1); Ges-		5	Soul Gem: +4 to Power: Magic Roll;
	tures ((-¼), Ir	ıcantati	ions (-¼), Requires A		2	OIF (-½)
	Magic	Roll (-1/2)		6	3	Stealth 13-
3u				ntal: Summon 240-		5	Tactics 14-
	point	eleme	ntal, Ex	panded Class (any ele-		5	Teamwork 14-
				res (-¼), Incanta-		2	WF: Common Melee Weapons
				s A Magic Roll (-1/2)	6	2	Weaponsmith (Muscle-Powered HTH) 13-
25				Multipower, 50-point		30	30 points' worth of Skills of the GM's choice
				estures (-¼), Incantation	ns		(including those he developed as a Brother)
	$(-\frac{1}{4}),$	Requir	es A M	Iagic Roll (-½)		Т-4	I Daniero & Chille Coate 261
							l Powers & Skills Cost: 261
						Tota	l Cost: 375

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	RBANE		19	Tentacles: Extra Limbs, Inherent (+1/4); Lim-
Elen	nentalis	t Mult	ipowe	r, Half-Born minor			ited Manipulation (-1/4) plus Stretching 1",
	ialty		-p = •	-,			Reduced Endurance (0 END; +1/2); Linked
	Char	Cost	Roll	Notes			(-½), No Noncombat Stretching (-¼) plus
l	STR	10	13-	Lift 400 kg; 4d6 [2]			+15 STR; Linked (-½)
	DEX	24	13-	OCV: 6/DCV: 6		10	The Life-Sapping Energy Of The Qliphothic:
	CON	16	13-				Drain BODY 1d6
	BODY	0	11-			15	Enchanted Mace: HKA 1d6 (11/2d6
	INT	8	13-	PER Roll 13-			with STR), +2 STUN Multiplier (+½);
	EGO	16	13-	ECV: 6			OAF (-1) plus Drain CON 1d6, Delayed
24	PRE	14	14-	PRE Attack: 5d6			Return Rate (points return at the rate
4	COM	-3	10-				of 5 per Minute; +¼); OAF (-1),
10	DD	_		Tatal 20 DD (10 aDD)	`		Linked (-½), 8 Charges (-½) 2+[8]
	PD	6		Total: 20 PD (10 rPD)		12	Enchanted Robes: Armor (6 PD/6 ED);
	ED	6 12		Total: 20 ED (10 rED))	2	OIF (-½) 0
8	SPD REC	0		Phases: 3, 6, 9, 12		3	Soul Gem: Mental Defense
	END	0				2	(9 points total); OIF (-½) 0
	STUN	6	Total	Characteristics Cost: 1	15	3	Soul Gem: Power Defense
	5101				13	10	(5 points); OIF (-½) 0
Mov	ement:	Run	ning:	6"/12"		10	Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0
Cost	Powe	rs		EN	ın	5	(Sight Group), Discriminatory 0 Darksight: Nightvision 0
30			aoic· 1	Multipower, 60-point		3	Durksigni. Mghtvision
				estures (-¼), Incantation	ıs		Perks
				Iagic Roll (-½)		8	Fringe Benefit: Membership (Morbane of
3u				ergy Blast 12d6; Gesture	es		DEMON)
				(-¼), Requires A Magic			Skills
	Roll (6	9	+3 with Elemental Magic Multipower
3u	2) Fir	e Blast	Л: En	ergy Blast 8d6, Reduced			• •
	Endur	ance () END	; $+\frac{1}{2}$); Gestures (- $\frac{1}{4}$),		3	Analyze Magic 13-
			(-¼), I	Requires A Magic		3	Concealment 13-
	Roll (-				0	3 2	Conversation 13- Cryptography 13-; Translation Only (-½)
2u				n: HKA 1d6, Damage		3	High Society 13-
				ge in HTH Combat;		3	Interrogation 13-
				+1), Reduced Endur-		3	CK: City Of Operation 13-
				Gestures (-¼), Incanta-		3	KS: Arcane And Occult Lore 13-
				es A Magic Roll (-½),	0	5	KS: Greater Mysteries Of DEMON 15-
211		'R Bon		ock Of Ice: Entangle	U	3	Language: Latin (completely fluent)
3u				es (-¼), Incanta-		2	Language: another ancient language of GM's
				es A Magic Roll (-½)	6		choice (fluent conversation)
3u				nergy Blast 8d6,	U	3	Oratory 13-
Ju				nly Affects Targets On		13	Power: Magic 18-
				Gestures (-¼), Incanta-		5	Soul Gem: +4 to Power: Magic Roll;
				es A Magic Roll (-½)	6		OIF (-½)
3u				Force Wall (8 PD/8 ED;		3	Stealth 13-
				Opaque (Sight Group);		5	Tactics 14-
				ntations (-1/4), Requires		5	Teamwork 14-
		gic Rol			6	2	WF: Common Melee Weapons
3u				Winds: Flight 12",		2	Weaponsmith (Muscle-Powered HTH) 13-
	Range	d (+½), Usab	le As An Attack (defense		30	30 points' worth of Skills of the GM's choice
				Defense; +1); Ges-			(including those he developed as a Brother)
				ions (-¼), Requires A			1 D 0 0 1 11 0 1 0 10
	Magic	Roll (-1/2)	_	6		l Powers & Skills Cost: 260
3u				ntal: Summon 240-		Iota	l Cost: 375
				xpanded Class (any ele-			
				ires (-¼), Incanta-	_		
	tions	(-¼), R	equire	es A Magic Roll (-½)	6		
I							

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	1) Command The Undead: Mind Control	
Elem	Elementalist Multipower, Necromancer minor						10d6; Gestures (-¼), Incantations (-¼),	
speci							Requires A Magic Roll (-½), Only Versus Undead (-1) 5	
1	Char	Cost	Roll	Notes		2u	Undead (-1) 5 2) <i>Raise Skeleton:</i> Summon 179-point	
	STR DEX	10 24	13- 13-	Lift 400 kg; 4d6 [2] OCV: 6/DCV: 6		24	Skeleton, Loyal (+½); Gestures (-¼),	
	CON	16	13-	OCV. O/DCV. O			Incantations (-¼), Requires A Magic	
	BODY		11-				Roll (-1/2), Must Have Bones Or Body	
	INT	8	13-	PER Roll 13-		2	Present (-1) 5	
	EGO	16	13-	ECV: 6		2u	3) <i>Raise Zombie</i> : Summon 178-point Zombie, Loyal (+½); Gestures (-¼),	
	PRE	10	13-	PRE Attack: 4d6			Incantations (-¼), Requires A Magic	
10	COM	0	11-				Roll (-½), Must Have Body Present (-1) 5	
1	PD	6		Total: 20 PD (10 rPD		15	Enchanted Mace: HKA 1d6 (11/2d6	
1	ED	6 12		Total: 20 ED (10 rED))		with STR), +2 STUN Multiplier (+½);	
8	SPD REC	0		Phases: 3, 6, 9, 12			OAF (-1) plus Drain CON 1d6, Delayed	
1	END	0					Return Rate (points return at the rate of 5 per Minute; $+\frac{1}{4}$); OAF (-1),	
35	STUN	6	Total	Characteristics Cost: 1	114		Linked (-½), 8 Charges (-½) 2+[8]	
Mov	ement:	Rur	ning:	6"/12"		12	Enchanted Robes: Armor (6 PD/6 ED);	
							OIF (-½)	
	Power		Tagia. N		ND	3	Soul Gem: Mental Defense	
30				Multipower, 60-point estures (-¼), Incantation	18	3	(9 points total); OIF (-½) 0 Soul Gem: Power Defense	
				lagic Roll (-½)	10	3	(5 points); OIF (-½)	
3u				ergy Blast 12d6; Gesture	es	10	Spellsight: Detect Magic 13-	
			ations ((-¼), Requires A Magic			(Sight Group), Discriminatory 0	
	Roll (-	п г	D1 + 0.16 D 1 1	6	5	Darksight: Nightvision 0	
3u				ergy Blast 8d6, Reduced $(-\frac{1}{4})$; Gestures $(-\frac{1}{4})$,			Perks	
				Requires A Magic		8	Fringe Benefit: Membership (Morbane of	
	Roll (-		(, -,,, -	1	0		DEMON)	
2u				: HKA 1d6, Damage			Skills	
				ge in HTH Combat;		9	+3 with Elemental Magic Multipower	
				+1), Reduced Endur- Gestures (-¼), Incanta	_	3	Analyze Magic 13-	
				s A Magic Roll (-½),		3	Concealment 13-	
			us (-½		0	3	Conversation 13-	
3u				ock Of Ice: Entangle		2	Cryptography 13-; Translation Only (-½)	
				es (-¼), Incanta-		3	High Society 13- Interrogation 13-	
3u				s A Magic Roll (-½) ergy Blast 8d6,	6	3	CK: City Of Operation 13-	
Ju				nly Affects Targets On		3	KS: Arcane And Occult Lore 13-	
				Gestures (-¼), Incanta-		5	KS: Greater Mysteries Of DEMON 15-	
				s A Magic Roll (-½)	6	3	Language: Latin (completely fluent)	
3u				orce Wall (8 PD/8 ED;		2	Language: another ancient language of GM's choice (fluent conversation)	
				Opaque (Sight Group); ntations (-¼), Requires		3	Oratory 13-	
		gic Rol			6	13	Power: Magic 18-	
3u				Vinds: Flight 12",	-	5	Soul Gem: +4 to Power: Magic Roll;	
	Range	d (+½), Usabl	le As An Attack (defense	:	2	OIF (-½)	
				efense; +1); Ges-		3 5	Stealth 13- Tactics 14-	
				ions (-¼), Requires A	6	5	Teamwork 14-	
3u		: Roll (mmon		ntal: Summon 240-	U	2	WF: Common Melee Weapons	
"				panded Class (any ele-		2	Weaponsmith (Muscle-Powered HTH) 13-	
				res (-1/4), Incanta-		30	30 points' worth of Skills of the GM's choice	
				s A Magic Roll (-½)	6		(including those he developed as a Brother)	
27				ipower, 54-point reserv	e;	Tota	l Powers & Skills Cost: 261	
				¹ / ₄), Incantations (- ¹ / ₄), Roll (- ¹ / ₂)			1 Cost: 375	
	ræqui	100 11 1	nugic 1	(/2)				

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- 25 Experience Points

MORBANE						2u	1) Peek Through The Dimensions: Clairsen-
Elementalist Multipower, Other-Worlder minor							tience (Sight and Hearing Group), Dimen-
spec							sional (single other dimension, defined
	Char	Cost	Roll	Notes			when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic
	STR	10	13-	Lift 400 kg; 4d6 [2]			Roll (-½) 4
	DEX CON	24 16	13- 13-	OCV: 6/DCV: 6		2u	2) Other-Worldly Movement: Extra-
	BODY		11-				Dimensional Movement (any location in
	INT	8	13-	PER Roll 13-			a single dimension), x8 Increased Mass;
	EGO	16	13-	ECV: 6			Gestures (-1/4), Incantations (-1/4), Requires
	PRE	10	13-	PRE Attack: 4d6			A Magic Roll (-½) 4
10		0	11-	TICE TITUER. TGO		2u	3) A Quick Getaway: Extra-Dimensional
							Movement (any location in a single
	PD	6		Total: 20 PD (10 rPD)			dimension), Trigger (variable; +½);
	ED	6		Total: 20 ED (10 rED)		Gestures (-¼), Incantations (-¼), Requires
4	SPD	12		Phases: 3, 6, 9, 12			A Magic Roll (-½) 4
8	REC	0				2u	4) A Quick Trip: Teleportation 12", x8
35	END STUN	0 6	Total	Characteristics Cost: 1	14		Increased Mass; Gestures (-¼), Incanta-
33	31 UN	O	10141	Characteristics Cost: 1	14		tions (-¼), Requires A Magic Roll (-½) 4
Mov	ement:	Run	ning:	6"/12"		1u	5) Summon Other-Worldly Denizen I:
Cost	Powe	rs		EN	ın		Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incanta-
30			laoic: N	Multipower, 60-point			tions (-¼), Requires A Magic Roll (-½),
				stures (-¼), Incantation	ıs		Extra Time (1 Turn; -11/4) 4
				lagic Roll (-½)		1u	6) Summon Other-Worldly Denizen II:
3u		-		ergy Blast 12d6; Gesture	es		Summon 200-point other-worldly denizen
				(-¼), Requires A Magic			(choose different type); Gestures (-1/4),
	Roll (6		ncantations (-1/4), Requires A Magic
3u	2) Fir	e Blast	Л: Епе	ergy Blast 8d6, Reduced			Roll (-½), Extra Time (1 Turn; -1¼) 415
	Endur	ance (0 END	; +½); Gestures (-¼),			Enchanted Mace: HKA 1d6 (11/2d6
			(-¼), R	Requires A Magic			with STR), +2 STUN Multiplier (+½);
	Roll (-				0		OAF (-1) plus Drain CON 1d6, Delayed
2u				: HKA 1d6, Damage			Return Rate (points return at the rate
				ge in HTH Combat;			of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
				+1), Reduced Endur-			Linked (-½), 8 Charges (-½) 2+[8]
	ance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½),					12	Enchanted Robes: Armor (6 PD/6 ED);
					0	2	OIF (-½) 0
3u			ius (-½ 14. A. Bl	ock Of Ice: Entangle	U	3	Soul Gem: Mental Defense
Ju				es (-¼), Incanta-		3	(9 points total); OIF (-½) 0 Soul Gem: Power Defense
				s A Magic Roll (-½)	6	3	(5 points); OIF (-½)
3u	5) Ea	rthaua	<i>ke:</i> En	ergy Blast 8d6,	Ü	10	Spellsight: Detect Magic 13-
0 44				nly Affects Targets On		10	(Sight Group), Discriminatory 0
				Gestures (-¼), Incanta-		5	Darksight: Nightvision 0
				s A Magic Roll (-½)	6	-	
3u			-	orce Wall (8 PD/8 ED;			Perks
				Opaque (Sight Group);		8	Fringe Benefit: Membership (Morbane of
				ntations (-1/4), Requires			DEMON)
	A Mag	gic Rol	l (-½)		6		Skills
3u	7) <i>Ca</i>	rried B	y The V	Vinds: Flight 12",		9	+3 with Elemental Magic Multipower
	Range	ed (+½), Usabl	le As An Attack (defense			
	is Flig	ht or P	ower D	efense; +1); Ges-		3	Analyze Magic 13-
				ions (-¼), Requires A		3	Concealment 13-
	Magic				6	3	Conversation 13
3u				ntal: Summon 240-		2 3	Cryptography 13-; Translation Only (-½)
				panded Class (any ele-		3	High Society 13- Interrogation 13-
				res (-¼), Incanta-		3	CK: City Of Operation 13-
20				s A Magic Roll (-½)	6	3	KS: Arcane And Occult Lore 13-
20				: Multipower, 40-point		5	KS: Greater Mysteries Of DEMON 15-
				estures (-¼), Incantation	15	-	7
	(-74),	kequir	68 W IVI	lagic Roll (-½)			

- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

MORBANE							Call Specific Demonling: Summon 250-
Elementalist Multipower, Summoner minor							point Demonling, Slavisly Loyal (+1),
	cialty						Specific Individual (+1); Gestures (-½),
1	Char	Cost	Roll	Notes			Incantations (-½), Extra Time (1 Hour;
	STR	10	13-	Lift 400 kg; 4d6 [2]		15	-3) 15 Enchanted Mace: HKA 1d6 (1½d6
	DEX	24	13-	OCV: 6/DCV: 6		13	with STR), +2 STUN Multiplier (+½);
1	CON BODY	16	13-				OAF (-1) plus Drain CON 1d6, Delayed
	INT	0 8	11- 13-	PER Roll 13-			Return Rate (points return at the rate
	EGO	16	13-	ECV: 6			of 5 per Minute; +¼); OAF (-1),
	PRE	10	13-	PRE Attack: 4d6			Linked (-½), 8 Charges (-½) 2+[8]
1	COM	0	11-			12	Enchanted Robes: Armor (6 PD/6 ED);
10	DD	_		Tatal. 20 DD (10 aDD)	`		OIF (-½)
1	PD ED	6 6		Total: 20 PD (10 rPD)		3	Soul Gem: Mental Defense
4	SPD	12		Total: 20 ED (10 rED) Phases: 3, 6, 9, 12)	2	(9 points total); OIF (-½)
8	REC	0		1 110303. 3, 0, 7, 12		3	Soul Gem: Power Defense
	END	0				10	(5 points); OIF (-½) 0 Spellsight: Detect Magic 13-
	STUN	6	Total	Characteristics Cost: 1	14	10	(Sight Group), Discriminatory 0
Man		D		C"/12"		5	Darksight: Nightvision 0
Mov	ement:	Kur	ınıng:	6"/12"		-	
Cost	Powe			EN	ID	8	Perks Evinga Panafit, Mambawahin (Mawhana af
30				Multipower, 60-point		0	Fringe Benefit: Membership (Morbane of DEMON)
				estures (-¼), Incantation	ıs		·
2				lagic Roll (-½)			Skills
3u				ergy Blast 12d6; Gesture (-¼), Requires A Magic	es	9	+3 with Elemental Magic Multipower
	Roll (-		ations	(-74), Requires A Magic	6	3	Analyze Magic 13-
3u			Л: Епе	ergy Blast 8d6, Reduced	O	3	Concealment 13-
				$; +\frac{1}{2};$ Gestures $(-\frac{1}{4}),$		3	Conversation 13-
				Requires A Magic		2	Cryptography 13-; Translation Only (-½)
	Roll (-	-1/2)			0	3	High Society 13-
2u	. ,						Interrogation 13-
	Shield (does damage in HTH Combat;						CK: City Of Operation 13- KS: Arcane And Occult Lore 13-
				+1), Reduced Endur-		3 5	KS: Greater Mysteries Of DEMON 15-
	ance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½),						Language: Latin (completely fluent)
			us (-½		0	3 2	Language: another ancient language of GM's
3u				ock Of Ice: Entangle	O		choice (fluent conversation)
				res (-1/4), Incanta-		3	Oratory 13-
				s A Magic Roll (-½)	6	13	Power: Magic 18-
3u				ergy Blast 8d6,		5	Soul Gem: +4 to Power: Magic Roll;
				nly Affects Targets On		2	OIF (-½) Stealth 13-
				Gestures (-¼), Incanta-		3 5	Tactics 14-
2				s A Magic Roll (-½)	6	5	Teamwork 14-
3u				Force Wall (8 PD/8 ED; Opaque (Sight Group);		2	WF: Common Melee Weapons
				ntations (-¼), Requires		2	Weaponsmith (Muscle-Powered HTH) 13-
		gic Rol		77),110401100	6	30	30 points' worth of Skills of the GM's choice
3u				Winds: Flight 12",			(including those he developed as a Brother)
	Range	ed (+½), Usabl	le As An Attack (defense		nc :	ID AND CONTRACTOR
	is Flig	ht or P	ower D	Defense; +1); Ges-			l Powers & Skills Cost: 261
				ions (-¼), Requires A	_	iota	d Cost: 375
_	Magic			. 1. 0	6		
3u				ntal: Summon 240-			
				rpanded Class (any ele-			
				res (-¼), Incanta- es A Magic Roll (-½)	6		
	110113	(/4 J, I	equire	5 11 IVIUSIC IVIII (-/2)	U		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		31	Minor Thaumaturgy: Variable Power
Elen	nentalis	t Mult	ipowe	r, Thaumaturge minor			Pool, 24 base + 12 control cost; Ges-
	ialty		1	, 0			tures (-1/4), Incantations (-1/4), Only
	Char	Cost	Roll	Notes			Magic (-¼). var
1	STR	10	13-	Lift 400 kg; 4d6 [2]		15	Enchanted Mace: HKA 1d6 (1½d6
	DEX	24	13-	OCV: 6/DCV: 6			with STR), $+2$ STUN Multiplier ($+\frac{1}{2}$);
	CON	16	13-				OAF (-1) plus Drain CON 1d6, Delayed
10	BODY	0	11-				Return Rate (points return at the rate
	INT	8	13-	PER Roll 13-			of 5 per Minute; +¼); OAF (-1),
18	EGO	16	13-	ECV: 6			Linked (-½), 8 Charges (-½) 2+[8]
20	PRE	10	13-	PRE Attack: 4d6		12	Enchanted Robes: Armor (6 PD/6 ED);
10	COM	0	11-			_	OIF (-½)
10	PD	6		Total, 20 DD (10 *DD)	١	3	Soul Gem: Mental Defense
	ED	6		Total: 20 PD (10 rPD) Total: 20 ED (10 rED)		2	(9 points total); OIF (-½)
4	SPD	12		Phases: 3, 6, 9, 12)	3	Soul Gem: Power Defense
8	REC	0		Filases. 3, 0, 9, 12		1.0	(5 points); OIF (-½) 0
	END	0				10	Spellsight: Detect Magic 13-
	STUN		Total	Characteristics Cost: 1	14	_	(Sight Group), Discriminatory 0
	3101				17	5	Darksight: Nightvision 0
Mov	ement:	Run	ning:	6"/12"			Perks
Cost	Powe	re		EN	ın	8	Fringe Benefit: Membership (Morbane of
30			lagic: N	Multipower, 60-point			DEMON)
				estures (-¼), Incantation	S		Skills
				lagic Roll (-½)	.0	9	+3 with Elemental Magic Multipower
3u				ergy Blast 12d6; Gesture	:S	9	+3 with Elemental Magic Multipower
				(-¼), Requires A Magic		3	Analyze Magic 13-
	Roll ((- // - 1	6	3	Concealment 13-
3u			П: Епе	ergy Blast 8d6, Reduced		3	Conversation 13-
				; +½); Gestures (-¼),		2	Cryptography 13-; Translation Only (-½)
				Requires A Magic		3	High Society 13-
	Roll (-				0	3	Interrogation 13-
2u	3) Sei	lf-Imm	olation	: HKA 1d6, Damage		3	CK: City Of Operation 13-
	Shield	l (does	damag	ge in HTH Combat;		3	KS: Arcane And Occult Lore 13-
	$+\frac{3}{4}$), (Contin	uous (+1), Reduced Endur-		5	KS: Greater Mysteries Of DEMON 15-
				Gestures (-1/4), Incanta-		3	Language: Latin (completely fluent)
				s A Magic Roll (-½),		2	Language: another ancient language of GM's
			us (-½		0	2	choice (fluent conversation)
3u				ock Of Ice: Entangle		3 13	Oratory 13-
				es (-¼), Incanta-		5	Power: Magic 18- Soul Gem: +4 to Power: Magic Roll;
				s A Magic Roll (-½)	6	3	OIF (-½)
3u				ergy Blast 8d6,		3	Stealth 13-
				nly Affects Targets On		5	Tactics 14-
				Gestures (-¼), Incanta-	6	5	Teamwork 14-
3u				es A Magic Roll (-½) Force Wall (8 PD/8 ED;	6	2	WF: Common Melee Weapons
Ju				Opaque (Sight Group);		2	Weaponsmith (Muscle-Powered HTH) 13-
				ntations (-¼), Requires		30	30 points' worth of Skills of the GM's choice
		gic Rol		11tations (74), requires	6		(including those he developed as a Brother)
3u				Winds: Flight 12",	O		
54			•	le As An Attack (defense		Tota	l Powers & Skills Cost: 262
				Defense; +1); Ges-		Tota	l Cost: 376
				ions (-¼), Requires A			
		Roll (, ,, 1	6		
3u				ntal: Summon 240-			
				spanded Class (any ele-			
				ires (-¼), Incanta-			
				s A Magic Roll (-½)	6		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

THE HALF-BORN

MORBANE

Half-Born Mult	ipower, Blac	k Magician ı	ninor
specialty			

specialty						
Val	Char	Cost	Roll	Notes		
20	STR	10	13-	Lift 400 kg; 4d6 [2]		
18	DEX	24	13-	OCV: 6/DCV: 6		
18	CON	16	13-			
10	BODY	0	11-			
18	INT	8	13-	PER Roll 13-		
18	EGO	16	13-	ECV: 6		
24	PRE	14	14-	PRE Attack: 5d6		
0	COM	-5	9-			
10	PD	6		Total: 20 PD (10 rPD)		
10	ED	6		Total: 20 ED (10 rED)		
4	SPD	12		Phases: 3, 6, 9, 12		
8	REC	0				
36	END	0				
35	STUN	6	Total	Characteristics Cost: 113		

Movement: Running: 6"/12"

Cost Powers END

- 19 Tentacles: Extra Limbs, Inherent (+¼);
 Limited Manipulation (-¼) plus Stretching
 1", Reduced Endurance (0 END; +½);
 Linked (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) plus
 +15 STR; Only With Extra Limbs (-½)

 20 The Life Serving Engage Of The
- 30 The Life-Sapping Energy Of The Qliphothic: Multipower, 30-point reserve
- 3u Single Tentacle: Drain BODY 3d6
- 2u Whipping Tentacles: Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+1/4), Selective Target (+1/4)
- 24 *Minor Black Magic:* Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2u 1) Befuddlement: Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1u 2) Touch Of Terror: Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 2u 3) Spell-Shattering: Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)
- 1u 4) Call Demonling: Summon 233-point Demonling (see HERO System Bestiary, page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)

- 15 Enchanted Mace: HKA 1d6 (1½d6 with STR), +2 STUN Multiplier (+½);
 OAF (-1) plus Drain CON 1d6, Delayed
 Return Rate (points return at the rate of 5 per Minute; +¼); OAF (-1),
 Linked (-½), 8 Charges (-½) 2+[8]
- 12 Enchanted Robes: Armor (6 PD/6 ED); OIF (-½) 0
- 3 Soul Gem: Mental Defense (9 points total); OIF (-½) 0
- 3 Soul Gem: Power Defense (5 points); OIF (-½) 0 10 Spellsight: Detect Magic 13-
- (Sight Group), Discriminatory 0
 5 Darksight: Nightvision 0

Perks

8 Fringe Benefit: Membership (Morbane of DEMON)

Skills

- 9 +3 with Life-Sapping Energy Of The Qliphothic Multipower
- 3 Analyze Magic 13-
- 3 Concealment 13-
- 3 Conversation 13-
- 2 Cryptography 13-; Translation Only (-½)
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-

3

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0

5

- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 262

Total Cost: 375

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

MORBANE						15	Enchanted Mace: HKA 1d6 (11/2d6		
Half	-Born N	Aultip	ower,	City Magic minor	_		with STR), +2 STUN Multiplier (+½);		
spec	ialty	_					OAF (-1) plus Drain CON 1d6, Delayed		
	Char	Cost	Roll	Notes			Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1),		
	STR	10	13-	Lift 400 kg; 4d6 [2]			Linked (-½), 8 Charges (-½) 2+[8]		
	DEX CON	24 16	13- 13-	OCV: 6/DCV: 6		12	Enchanted Robes: Armor (6 PD/6 ED);		
	BODY		11-				OIF (-½)		
	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense		
	EGO	16	13-	ECV: 6			(9 points total); OIF $(-\frac{1}{2})$		
	PRE	14	14-	PRE Attack: 5d6		3	Soul Gem: Power Defense		
0	COM	-5	9-				(5 points); OIF (-½) 0		
10	PD	6		Total: 20 PD (10 rPD)		10	Spellsight: Detect Magic 13-		
	ED	6		Total: 20 ED (10 rED)		5	(Sight Group), Discriminatory 0		
4	SPD	12		Phases: 3, 6, 9, 12		3	Darksight: Nightvision 0		
8	REC	0					Perks		
36	END	0				8	Fringe Benefit: Membership (Morbane of		
35	STUN	6	Total	Characteristics Cost: 11	13		DEMON)		
Mov	ement:	Rur	ning:	6"/12"		_	Skills		
Cost	Power	re		ENI		9	+3 with Life-Sapping Energy Of The Qlipho-		
19			vtra I i	mbs, Inherent (+¼);	ע		thic Multipower		
1)				tion (-¼) plus Stretching		3	Analyze Magic 13-		
				ance $(0 \text{ END}; +\frac{1}{2});$		3	Concealment 13-		
				oncombat Stretch-		3	Conversation 13-		
				ity Damage (-¼) plus		2	Cryptography 13-; Translation Only (-½)		
				` '	1	3	High Society 13-		
30				nergy Of The		3	Interrogation 13-		
_				ower, 30-point reserve		3	CK: City Of Operation 13- KS: Arcane And Occult Lore 13-		
3u						5	KS: Greater Mysteries Of DEMON 15-		
2u				s: Drain BODY 1d6, Radius; +1), Personal		3	Language: Latin (completely fluent)		
						2	Language: another ancient language of GM's		
20	Immunity (+¹/4), Selective Target (+¹/4) 2 20 <i>Minor City Magic:</i> Multipower, 40-point						choice (fluent conversation)		
	reserve; all slots Gestures (-¼), Incantations						Oratory 13-		
				Iagic Roll (-½)		13	Power: Magic 18-		
2u				bs: Sight Group Flash		5	Soul Gem: +4 to Power: Magic Roll;		
				(2" Radius; +1); IIF		2	OIF (-½)		
				rtunity; -1/4), Ges-		3 5	Stealth 13- Tactics 14-		
				ions (-¼), Requires A		5	Teamwork 14-		
2u	Magic			ent: Force Wall (5 PD/5		2	WF: Common Melee Weapons		
Zu				tall), Opaque; Gestures		2	Weaponsmith (Muscle-Powered HTH) 13-		
				(-¼), Only In Paved		30	30 points' worth of Skills of the GM's choice		
					4		(including those he developed as a Brother)		
1u				Valls: Desolidification			In a state of the		
				ack); Gestures (-¼),			l Powers & Skills Cost: 262		
				Requires A Magic		Iota	l Cost: 375		
				t Protect Against					
2	Dama				4				
2u				ectric Lines: Teleporta-					
				(-¼), Incantations (-¼), Roll (-½), Only Be-					
				Or Through Wires (-½)	4				
2u				Spirit Of The City: Aid	-				
				$(-\frac{1}{4})$, Incantations $(-\frac{1}{4})$,	,				
				n 11 (- ()	0				
1u	6) The	e City's	Warn	ing Whisper: Danger					
				any danger, immediate					
				$(-\frac{1}{4})$, Incantations $(-\frac{1}{4})$,					
	Requi	res A l	Magic 1	Roll (-½)	0				

Requires A Magic Roll (-1/2)

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (1½d6			
Half-	-Born M	1ultip	ower, l	Diviner minor		with STR), +2 STUN Multiplier $(+\frac{1}{2})$;				
speci		•					OAF (-1) plus Drain CON 1d6, Delayed			
Val	Char	Cost	Roll	Notes			Return Rate (points return at the rate			
20	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; +¼); OAF (-1),			
18	DEX	24	13-	OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]			
18	CON	16	13-			12	Enchanted Robes: Armor (6 PD/6 ED);			
10	BODY	0	11-				OIF (-½)			
18	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense			
18	EGO	16	13-	ECV: 6			(9 points total); OIF $(-\frac{1}{2})$			
24	PRE	14	14-	PRE Attack: 5d6		3	Soul Gem: Power Defense			
0	COM	-5	9-				(5 points); OIF (-½)			
10	DD			T . 1 20 DD /10 DD		10	Spellsight: Detect Magic 13-			
10		6		Total: 20 PD (10 rPD			(Sight Group), Discriminatory 0			
	ED	6		Total: 20 ED (10 rED))	5	Darksight: Nightvision 0			
4	SPD	12		Phases: 3, 6, 9, 12			Perks			
8	REC	0				8	Fringe Benefit: Membership (Morbane of			
	END	0	m . 1			O	DEMON)			
35	STUN	6	Total	Characteristics Cost: 1	113		·			
Move	ement:	Rur	ning:	6"/12"			Skills			
			U			9	+3 with Life-Sapping Energy Of The Qlipho-			
	Power				ND		thic Multipower			
19				mbs, Inherent (+¼);		2	Analyza Magic 12			
				ion (-1/4) plus Stretching	g	3	Analyze Magic 13- Concealment 13-			
				ance $(0 \text{ END}; +\frac{1}{2});$						
				oncombat Stretch-		3	Conversation 13-			
				ity Damage (-¼) plus		2 3	Cryptography 13-; Translation Only (-½)			
	+15 STR; Only With Extra Limbs (-½) 1						High Society 13-			
30	The Lij	fe-Sap	ping E1	nergy Of The		3	Interrogation 13-			
	Qlipho	thic:	Multip	ower, 30-point reserve		3	CK: City Of Operation 13-			
3u	Single	Tenta	cle: Dr	ain BODY 3d6	3	3	KS: Arcane And Occult Lore 13-			
2u	Whipp	oing Te	entacles	: Drain BODY 1d6,		5	KS: Greater Mysteries Of DEMON 15-			
	Area (Of Effe	ect (2"]	Radius; +1), Personal		3	Language: Latin (completely fluent)			
	Immu	nity (-	+¼), Se	elective Target (+¼)	2	2	Language: another ancient language of GM's			
25	Minor	Divin	ation:	Multipower, 50-point			choice (fluent conversation)			
	reserve	e; all s	lots Ge	estures (-¼), Incantation	18	3	Oratory 13-			
	(-1/4), F	Requir	es A M	Iagic Roll (-½)		13	Power: Magic 18-			
2u	1) On	e Step	Out O	f Phase: Desolidifica-		5	Soul Gem: +4 to Power: Magic Roll;			
	tion (a	ffecte	d by te	mporal/dimensional			OIF (-½)			
	attacks	s), Rec	luced I	Endurance (½ END;		3	Stealth 13-			
				, Incantations (-¼),		5	Tactics 14-			
				Roll (-½), Cannot		5	Teamwork 14-			
				l Objects (-½)	2	2	WF: Common Melee Weapons			
2u				oment Before: Luck		2	Weaponsmith (Muscle-Powered HTH) 13-			
				er Battle (-0), Ges-		30	30 points' worth of Skills of the GM's choice			
		•		ions (-¼), Requires A			(including those he developed as a Brother)			
	Magic			(· // ·· 1	0					
1u				Future: Clairsentience	-	Tota	l Powers & Skills Cost: 262			
				Group), Precognition;		Tota	l Cost: 375			
				intations $(-\frac{1}{2})$,						
			-	Roll (-½), No						
				gnition Only (-1)	5					
		(-/)		, / (- /	-					

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (11/2d6
Half	-Born N	Multip	ower, I	Elementalist minor			with STR), +2 STUN Multiplier (+½);
spec		P	0 01, 1	31 4.1.141.1			OAF (-1) plus Drain CON 1d6, Delayed
	Char	Cost	Roll	Notes			Return Rate (points return at the rate
	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
	DEX	24	13-	OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]
	CON	16	13-			12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY		11-				OIF (-½)
	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6			(9 points total); OIF (-½)
	PRE	14	14-	PRE Attack: 5d6		3	Soul Gem: Power Defense
0	COM	-5	9-				(5 points); OIF $(-\frac{1}{2})$
						10	Spellsight: Detect Magic 13-
	PD	6		Total: 20 PD (10 rPD)			(Sight Group), Discriminatory 0
10	ED	6		Total: 20 ED (10 rED)	5	Darksight: Nightvision 0
4	SPD	12		Phases: 3, 6, 9, 12			Perks
8	REC	0				0	
	END	0				8	Fringe Benefit: Membership (Morbane of
35	STUN	6	Total	Characteristics Cost: 1	113		DEMON)
Mov	ement:	Rur	ning:	6"/12"			Skills
			iiiiig.	0 /12		9	+3 with Life-Sapping Energy Of The Qlipho-
Cost	Powe	rs		EN	ND		thic Multipower
19	Tenta	cles: E	xtra Li	mbs, Inherent (+¼);		2	A 1 26 ' 12
	Limite	ed Mai	nipulat	ion (-¼) plus Stretching	g	3	Analyze Magic 13-
	1", Red	duced	Endura	ance (0 END; +½);		3	Concealment 13-
				oncombat Stretch-		3	Conversation 13-
	ing (-	¼), No	Veloci	ty Damage (-¼) plus		2	Cryptography 13-; Translation Only (-½)
	+15 S'	TR; Oı	nly Wit	h Extra Limbs (-½)	1	3	High Society 13-
30				iergy Of The		3	Interrogation 13-
	Qlipho	othic:	Multip	ower, 30-point reserve		3	CK: City Of Operation 13-
3u	Single	Tenta	cle: Dr	ain BODY 3d6	3	3	KS: Arcane And Occult Lore 13-
2u	Whipp	oing Te	entacles	: Drain BODY 1d6,		5	KS: Greater Mysteries Of DEMON 15-
	Area (Of Effe	ect (2" l	Radius; +1), Personal		3	Language: Latin (completely fluent)
	Immu	nity (-	+¼), Se	lective Target (+1/4)	2	2	Language: another ancient language of GM's
24	Eleme	ntal M	lagic: 1	Multipower, 49-point		2	choice (fluent conversation)
	reserv	e; all s	lots Ge	stures (-1/4), Incantation	ıs	3	Oratory 13-
	$(-\frac{1}{4}),$	Requir	es A M	Iagic Roll (-½)		13	Power: Magic 18-
2u				HKA 1d6, Damage		5	Soul Gem: +4 to Power: Magic Roll;
	Shield	(does	damag	e in HTH Combat; +¾),		2	OIF (-½)
				educed Endurance (0		3	Stealth 13-
				s (-¼), Incanta-		5	Tactics 14-
	tions ((-¼), R	equires	A Magic Roll (-½),		5	Teamwork 14-
	No ST	'R Bon	us (-½)		0	2	WF: Common Melee Weapons
2u				orce Wall (5 PD/5 ED;		2	Weaponsmith (Muscle-Powered HTH) 13-
	4" long	g and 1	l"tall),	Opaque; Gestures (-1/4),		30	30 points' worth of Skills of the GM's choice
	Incant	ations	(-1/4), R	Requires A Magic			(including those he developed as a Brother)
	Roll (-	1/2)		-	4	PE .	In add of the
2u	3) <i>Ca</i>	rried I	By The	Winds: Flight 12",			l Powers & Skills Cost: 262
	Usable	e As A	n Attac	k (+1); Gestures (-1/4),		Tota	l Cost: 375
	Incant	tations	s (-1/4),]	Requires A Magic			
	Roll (-	-1/2)			5		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (1½d6		
Half	-Born N	Aultip	ower, N	Necromancy minor			with STR), +2 STUN Multiplier (+½);		
	ialty	г	, -				OAF (-1) plus Drain CON 1d6, Delayed		
	Char	Cost	Roll	Notes			Return Rate (points return at the rate		
20	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; $+\frac{1}{4}$); OAF (-1),		
18	DEX	24	13-	OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]		
18	CON	16	13-			12	Enchanted Robes: Armor (6 PD/6 ED);		
	BODY	0	11-			2	OIF (-½) 0		
18	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense		
	EGO	16	13-	ECV: 6		2	(9 points total); OIF (-½) 0		
	PRE	14	14-	PRE Attack: 5d6		3	Soul Gem: Power Defense		
0	COM	-5	9-			10	(5 points); OIF (-½) 0 Spellsight: Detect Magic 13-		
10	PD	6		Total: 20 PD (10 rPD))	10	(Sight Group), Discriminatory 0		
	ED	6		Total: 20 ED (10 rED		5	Darksight: Nightvision 0		
4	SPD	12		Phases: 3, 6, 9, 12	,	3			
8	REC	0					Perks		
36	END	0				8	Fringe Benefit: Membership (Morbane of		
35	STUN	6	Total	Characteristics Cost: 1	113		DEMON)		
Mov	ement:	Run	ning:	6"/12"			Skills		
						9	+3 with Life-Sapping Energy Of The Qlipho-		
	Powe				ND		thic Multipower		
19				mbs, Inherent (+¼);		3	Analyze Magic 13-		
	Limited Manipulation (-¼) plus Stretching						Concealment 13-		
				ance (0 END; +½);		3	Conversation 13-		
	Linked (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) plus						Cryptography 13-; Translation Only (-½)		
				h Extra Limbs (-½)	1	2 3	High Society 13-		
30			•	nergy Of The	1	3	Interrogation 13-		
				ower, 30-point reserve		3	CK: City Of Operation 13-		
3u				ain BODY 3d6	3	3	KS: Arcane And Occult Lore 13-		
2u				: Drain BODY 1d6,		5	KS: Greater Mysteries Of DEMON 15-		
				Radius; +1), Personal		3	Language: Latin (completely fluent)		
	Immu	nity (+	⊦¼), Se	lective Target (+¼)	2	2	Language: another ancient language of GM's		
27				ipower, 54-point reserv	e;	2	choice (fluent conversation)		
				¹ / ₄), Incantations (- ¹ / ₄),		3	Oratory 13-		
_				Roll (-½)		13 5	Power: Magic 18- Soul Gem: +4 to Power: Magic Roll;		
2u				Undead: Mind Control		3	OIF (-½)		
), Incantations (-¼),		3	Stealth 13-		
	1	1 (-)	C	Roll (-½), Only Versus	_	5	Tactics 14-		
211		ad (-1) ica Ska		Summon 179-point	5	5	Teamwork 14-		
2u				2); Gestures (-1/4),		2	WF: Common Melee Weapons		
				Requires A Magic		2	Weaponsmith (Muscle-Powered HTH) 13-		
				ve Bones Or Body		30	30 points' worth of Skills of the GM's choice		
	Preser		114	51140 51 2541	5		(including those he developed as a Brother)		
2u			nbie: S	Summon 178-point	-		_		
); Gestures (-½),			Powers & Skills Cost: 262		
				Requires A Magic		Total Cost: 375			
				ve Body Present (-1)	5				

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
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- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		1u	6) Summon Other-Worldly Denizen II:
Half-	-Born I	Multip	ower, (Other-Worlder minor			Summon 200-point other-worldly denizen
speci		•					(choose different type); Gestures (-¼),
Val	Char	Cost	Roll	Notes			ncantations (-¼), Requires A Magic
20	STR	10	13-	Lift 400 kg; 4d6 [2]			Roll (-½), Extra Time (1 Turn; -1¼) 4
18	DEX	24	13-	OCV: 6/DCV: 6		15	Enchanted Mace: HKA 1d6 (1½d6
	CON	16	13-				with STR), +2 STUN Multiplier (+½);
	BODY		11-				OAF (-1) plus Drain CON 1d6, Delayed
	INT	8	13-	PER Roll 13-			Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1),
	EGO	16	13-	ECV: 6			Linked (-½), 8 Charges (-½) 2+[8]
	PRE	14	14-	PRE Attack: 5d6		12	Enchanted Robes: Armor (6 PD/6 ED);
0	COM	-5	9-			12	OIF (-½) 0
10	PD	6		Total: 20 PD (10 rPD)	3	Soul Gem: Mental Defense
10	ED	6		Total: 20 ED (10 rED			(9 points total); OIF (-½) 0
4	SPD	12		Phases: 3, 6, 9, 12		3	Soul Gem: Power Defense
8	REC	0					(5 points); OIF (-½) 0
	END	0				10	Spellsight: Detect Magic 13-
35	STUN	6	Total	Characteristics Cost: 1	113		(Sight Group), Discriminatory 0
Move	ement:	Run	nino.	6"/12"		5	Darksight: Nightvision 0
			8.				Perks
	Powe			EN COLO	ID	8	Fringe Benefit: Membership (Morbane of
19				mbs, Inherent (+¼);		O	DEMON)
				ion (-¼) plus Stretching	g		•
				ance (0 END; +½);		_	Skills
				oncombat Stretch- ity Damage (-¼) plus		9	+3 with Life-Sapping Energy Of The Qlipho-
				th Extra Limbs (-½)	1		thic Multipower
30			•	nergy Of The	1	3	Analyze Magic 13-
30				ower, 30-point reserve		3	Concealment 13-
3u				rain BODY 3d6	3	3	Conversation 13-
2u	8						Cryptography 13-; Translation Only (-½)
	Area Of Effect (2" Radius; +1), Personal						High Society 13-
				elective Target (+¼)	2	3	Interrogation 13-
20				: Multipower, 40-point		3	CK: City Of Operation 13-
	reserv	e; all s	lots Ge	estures (-¼), Incantation	ıs	3	KS: Arcane And Occult Lore 13-
				Iagic Roll (-½)		5	KS: Greater Mysteries Of DEMON 15-
2u				he Dimensions: Clairser		3 2	Language: Latin (completely fluent) Language: another ancient language of GM's
				learing Group), Dimen-	•	4	choice (fluent conversation)
				dimension, defined		3	Oratory 13-
				bought); Gestures (-¼), Requires A Magic Roll		13	Power: Magic 18-
	$(-\frac{1}{2})$	tations	(-/4),	Requires A Magic Ron	4	5	Soul Gem: +4 to Power: Magic Roll;
2u		her-W	orldlv 1	Movement: Extra-	1		OIF (-½)
				ement (any location in		3	Stealth 13-
), x8 Increased Mass;		5	Tactics 14-
				ntations (-¼), Requires		5	Teamwork 14-
		gic Rol		<u>.</u>	4	2	WF: Common Melee Weapons
2u	3) A	Quick (Getawa	y: Extra-Dimensional		2	Weaponsmith (Muscle-Powered HTH) 13-
	Move	ment (any lo	cation in a single		30	30 points' worth of Skills of the GM's choice
				r (variable; +½);			(including those he developed as a Brother)
				intations (-¼), Requires		Total	Powers & Skills Cost: 262
_		gic Rol		7.1	4		Cost: 375
2u				Teleportation 12", x8		iotal	. 0000 3/3
				estures (-¼), Incanta-	4		
1,,				s A Magic Roll (-½)	4		
1u				· <i>Worldly Denizen I:</i> t other-worldly denizen			
				Gestures (-¼), Incanta-			
				es A Magic Roll (-½),			
		Time (4		
		- '		,			

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

3

3

Analyze Magic 13-Concealment 13-

Conversation 13-

			MOR	BANE	2	Cryptography 13-; Translation Only (-½)	
Half-	-Born N	Multip		Summoner minor		3	High Society 13-
speci		·iuiip	01101,1			3	Interrogation 13-
	Char	Cost	Roll	Notes		3	CK: City Of Operation 13-
20	STR	10	13-	Lift 400 kg; 4d6 [2]		3	KS: Arcane And Occult Lore 13-
18	DEX	24	13-	OCV: 6/DCV: 6		5	KS: Greater Mysteries Of DEMON 15-
	CON	16	13-			3	Language: Latin (completely fluent)
	BODY		11-			2	Language: another ancient language of GM's choice (fluent conversation)
	INT	8	13-	PER Roll 13-		3	Oratory 13-
	EGO	16	13-	ECV: 6		13	Power: Magic 18-
	PRE	14	14-	PRE Attack: 5d6		5	Soul Gem: +4 to Power: Magic Roll;
0	COM	-5	9-			3	OIF (-½)
10	PD	6		Total: 20 PD (10 r)	PD)	3	Stealth 13-
10	ED	6		Total: 20 ED (10 rl	ED)	5	Tactics 14-
	SPD	12		Phases: 3, 6, 9, 12		5	Teamwork 14-
	REC	0				2	WF: Common Melee Weapons
	END	0	m . 1			2	Weaponsmith (Muscle-Powered HTH) 13-
35	STUN	6	Total	Characteristics Cos	t: 113	30	30 points' worth of Skills of the GM's choice
Move	ement:	Run	ning:	6"/12"			(including those he developed as a Brother)
Coct	Powe				END	Total	Decrease % Chille Coate 262
19			vtra I i	mbs, Inherent (+¼);	END		l Powers & Skills Cost: 262 l Cost: 375
17				ion (-¼) plus Stretch	ing		
				ance (0 END; $+\frac{1}{2}$);	8	200+	- Disadvantages
				oncombat Stretch-		10	Distinctive Features: Mystic Aura (Not Con-
				ity Damage (-¼) plu s	6		cealable; Always Noticed; Detectable Only
				th Extra Limbs (-½)	1	20	With Unusual Senses)
30				nergy Of The		20	Hunted: Trismegistus Council 8- (Mo Pow,
	Qliph	othic:	Multip	ower, 30-point reserv	re	20	NCI, Capture)
3u	Single Tentacle: Drain BODY 3d6 3						Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
2u				: Drain BODY 1d6,		10	Hunted: DEMON 8- (Mo Pow, NCI, Watch-
				Radius; +1), Personal		10	ing)
20				elective Target (+¼)	2	20	Psychological Limitation: Powerhungry
30				nling: Summon 250-			(Common, Total)
	-		_	Slavisly Loyal (+1), (+1); Gestures (-½),		20	Psychological Limitation: Self-Centered And
				Extra Time (1 Hour;			Amoral (Common, Total)
	-3)	tations	, (/2),	Latia Time (1 110ai,	15	15	Social Limitation: Secret Identity (varies)
15		inted N	Ласе: Н	HKA 1d6 (1½d6	10		(Frequently, Major)
				N Multiplier (+½);		15	Susceptibility: to holy places and objects,
				in CON 1d6, Delayed	1		takes 1d6 damage per Turn when on holy
	Retur	n Rate	(point	s return at the rate			ground, in a holy place, or within 1" of a holy
				⁄4); OAF (-1),		10	object (Common) Vulnerability: 2 x STUN from Holy/Divine
					2+[8]	10	Magic (Uncommon)
12			lobes: 1	Armor (6 PD/6 ED);	0	10	Vulnerability: 2 x STUN from Holy/Divine
2	OIF (/ t - 1	Deferen	0		Magic (Uncommon)
3			al); OI	Defense	0	25	Experience Points
3	-			Defense	U		•
3			OWE1 1		0	Tota	l Disadvantage Points: 375
10				Magic 13-	Ü		
				criminatory	0		
5			Vightvi		0		
	Perks		Č				
8			fit: Ma	embership (Morbane	of		
O	DEM		111. 1710	moersinp (wordane	01		
0	Skills		С.	or Farm Office	· 1.		
9				ng Energy Of The Ql	ipno-		
	unc N	Iultipo	wer				

MORBANE

Half-Born Multipower,	Thaumaturgy	minor
specialty		

spec	iaity			
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
24	PRE	14	14-	PRE Attack: 5d6
0	COM	-5	9-	
10	PD	6		Total: 20 PD (10 rPD)
10	ED	6		Total: 20 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
35	STUN	6	Total	Characteristics Cost: 113

Movement: Running: 6"/12"

Cost Powers

- 19 Tentacles: Extra Limbs, Inherent (+¼);
 Limited Manipulation (-¼) plus Stretching
 1", Reduced Endurance (0 END; +½);
 Linked (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) plus
 +15 STR; Only With Extra Limbs (-½)
- 30 The Life-Sapping Energy Of The Qliphothic: Multipower, 30-point reserve
- 3u Single Tentacle: Drain BODY 3d6
 2u Whipping Tentacles: Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal
- Immunity (+¼), Selective Target (+¼) 31 *Minor Thaumaturgy:* Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼).
- Magic (-¼). var

 Enchanted Mace: HKA 1d6 (1½d6
 with STR), +2 STUN Multiplier (+½);
 OAF (-1) plus Drain CON 1d6, Delayed
 Return Rate (points return at the rate
 of 5 per Minute; +¼); OAF (-1),
 Linked (-½), 8 Charges (-½) 2+[8]
- 12 Enchanted Robes: Armor (6 PD/6 ED); OIF (-½)
- OIF (-½) 0

 Soul Gem: Mental Defense (9 points total); OIF (-½) 0

 Soul Gem: Power Defense (5 points); OIF (-½) 0
- 10 Spellsight: Detect Magic 13-(Sight Group), Discriminatory
- 5 Darksight: Nightvision

Perks

Fringe Benefit: Membership (Morbane of DEMON)

Skills

- 9 +3 with Life-Sapping Energy Of The Qliphothic Multipower
- 3 Analyze Magic 13-
- 3 Concealment 13-
- 3 Conversation 13-
- 2 Cryptography 13-; Translation Only (-½)
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-

END

3

2

0

- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
 - Stealth 13-
- 5 Tactics 14-

3

- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 263

Total Cost: 376

200+ Disadvantages

- Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

THE HORRORIST

	_	_	MOD	DANE	1.5	Fuel and J Mana IIVA 1 JC (11/ JC
				BANE	15	Enchanted Mace: HKA 1d6 (1½d6 with STR), +2 STUN Multiplier (+½);
		lultip o	ower, B	lack Magician minor		OAF (-1) plus Drain CON 1d6, Delayed
spec						Return Rate (points return at the rate
	Char	Cost	Roll	Notes		
	STR	10	13-	Lift 400 kg; 4d6 [2]		of 5 per Minute; +¼); OAF (-1),
	DEX	24	13-	OCV: 6/DCV: 6	12	Linked (-½), 8 Charges (-½) 2+[8]
	CON	16	13-		12	Enchanted Robes: Armor (6 PD/6 ED);
10	BODY	0	11-		2	OIF (-½) 0
18	INT	8	13-	PER Roll 13-	3	Soul Gem: Mental Defense
18	EGO	16	13-	ECV: 6		(9 points total); OIF (-½)
20	PRE	10	13-	PRE Attack: 4d6	3	Soul Gem: Power Defense
10	COM	0	11-			(5 points); OIF (-½)
		_			10	Spellsight: Detect Magic 13-
	PD	6		Total: 20 PD (10 rPD)		(Sight Group), Discriminatory 0
10	ED	6		Total: 20 ED (10 rED)	5	Darksight: Nightvision 0
4	SPD	12		Phases: 3, 6, 9, 12		Perks
8	REC	0			0	
	END	0			8	Fringe Benefit: Membership (Morbane of
35	STUN	6	Total	Characteristics Cost: 114	4	DEMON)
Mov	ement:	Dire	nina	6"/12"		Skills
MOV	emem:	Kui	iiiiig.	6"/12"	9	+3 with Horror Magic Multipower
Cost	Powe	rs		END		• •
37	Horro	r Magi	c: Mul	tipower, 75-point reserve;	3	Analyze Magic 13-
				4), Incantations (-¼),	3	Concealment 13-
				Roll (-½)	3	Conversation 13-
4u	-		_	ind Control 10d6,	2	Cryptography 13-; Translation Only (-½)
				e (0 END; +½); Gestures	3	High Society 13-
				-¼), Requires A Magic	3	Interrogation 13-
	Roll (-		`	0	3	CK: City Of Operation 13-
4u			nent: N	Mental Illusions 10d6,	3	KS: Arcane And Occult Lore 13-
				e (0 END; +½); Gestures	5	KS: Greater Mysteries Of DEMON 15-
				-¼), Requires A Magic	3	Language: Latin (completely fluent)
	Roll (-		(0	2	Language: another ancient language of GM's
4u			ormen	t: Ego Attack 5d6, Re-		choice (fluent conversation)
14				0 END; +½); Ges-	3	Oratory 13-
				ions (-¼), Requires A	13	Power: Magic 18-
		Roll (-		0 (74), requires 11	5	Soul Gem: +4 to Power: Magic Roll;
4u				Drain PRE 5d6, Re-		OIF (-½)
40				0 END; +½); Ges-	3	Stealth 13-
					5	Tactics 14-
		: Roll (-		ions (-¼), Requires A 0	_	Teamwork 14-
24				: Multipower, 48-point	2	WF: Common Melee Weapons
24					2	Weaponsmith (Muscle-Powered HTH) 13-
				estures (-¼), Incan-	30	30 points' worth of Skills of the GM's choice
2				res A Magic Roll (-½) 0		(including those he developed as a Brother)
2u				Mental Illusions 7d6,		(,
				te (½ END; +¼);	Tota	l Powers & Skills Cost: 261
				intations (-¼),	Tota	l Cost: 375
				Roll (-½) 1	1000	1 0000 373
1u				: Drain PRE 2d6,		
				ce (0 END; +½);		
				antations (-¼),		
	Requi	res A l	Magic 1	Roll (-½) 0		
2u	3) <i>Sp</i>	ell-Sha	ttering	: Dispel Magic 12d6,		
	any M	lagic p	ower c	one at a time $(+\frac{1}{4})$;		
				ntations (-¼), Requires		
		gic Rol		4		
1u				: Summon 233-point		
				ERO System Bestiary,		
				(-¼), Incantations (-¼),		
				Roll (-½), Extra Time		
		n; -11/4		5		
	(1 141	, 1/4	- /	J		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
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- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		1u	6) The City's Warning Whisper: Danger			
Horr	orist N	fulting		City Magic minor			Sense (INT Roll) (any danger, immediate			
speci		iuitipe	JWCI, C	nty Magic IIIIIoi			vicinity); Gestures (-¼), Incantations (-¼),			
	Char	Cost	Roll	Notes			Requires A Magic Roll (-½) 0			
	STR	10	13-	Lift 400 kg; 4d6 [2]		15	Enchanted Mace: HKA 1d6 (1½d6			
	DEX	24	13-	OCV: 6/DCV: 6			with STR), $+2$ STUN Multiplier ($+\frac{1}{2}$);			
	CON	16	13-				OAF (-1) plus Drain CON 1d6, Delayed			
	BODY	0	11-				Return Rate (points return at the rate			
	INT	8	13-	PER Roll 13-			of 5 per Minute; +¼); OAF (-1),			
18	EGO	16	13-	ECV: 6			Linked (-½), 8 Charges (-½) 2+[8]			
20	PRE	10	13-	PRE Attack: 4d6		12	Enchanted Robes: Armor (6 PD/6 ED);			
10	COM	0	11-			_	OIF (-½) 0			
10	PD	6		Total: 20 PD (10 rPD	.)	3	Soul Gem: Mental Defense			
	ED	6		Total: 20 ED (10 rED		2	(9 points total); OIF (-½)			
	SPD	12		Phases: 3, 6, 9, 12	')	3	Soul Gem: Power Defense			
	REC	0		1 110505. 5, 0, 7, 12		10	(5 points); OIF (-½) 0			
	END	0				10	Spellsight: Detect Magic 13-			
	STUN	6	Total	Characteristics Cost:	114	5	(Sight Group), Discriminatory 0			
33	01011					3	Darksight: Nightvision 0			
Mov	ement:	Run	ning:	6"/12"			Perks			
Cost	Powe	rs		FI	ND	8	Fringe Benefit: Membership (Morbane of			
37			c. Mul	tipower, 75-point reserve			DEMON)			
37				4), Incantations (-1/4),	-,		Skills			
				Koll (-½)		9	+3 with Horror Magic Multipower			
4u				and Control 10d6,		,	+3 with Horror Wagle Wultipower			
	-			e (0 END; +½); Gestures	3	3	Analyze Magic 13-			
				-¼), Requires A Magic		3	Concealment 13-			
	Roll (-		`	<i>,,</i> 1 0	0	3	Conversation 13-			
4u			nent: N	Mental Illusions 10d6,		2	Cryptography 13-; Translation Only (-½)			
				e (0 END; +½); Gestures	3	3	High Society 13-			
				-¼), Requires A Magic		3	Interrogation 13-			
	Roll (-	.1/2)			0	3	CK: City Of Operation 13-			
4u	3) <i>Spe</i>	ell Of T	orment	: Ego Attack 5d6, Re-		3	KS: Arcane And Occult Lore 13-			
	duced	Endu	ance (0) END; +½); Ges-		5	KS: Greater Mysteries Of DEMON 15-			
	tures ((-¼), Ir	cantat	ions (-¼), Requires A		3	Language: Latin (completely fluent)			
		Roll (0	2	Language: another ancient language of GM's			
4u				Drain PRE 5d6, Re-		2	choice (fluent conversation)			
) END; +½); Ges-		3 13	Oratory 13-			
				ions (-¼), Requires A	_	5	Power: Magic 18- Soul Gem: +4 to Power: Magic Roll;			
20		Roll (3.6.1.1	0	3	OIF (-½)			
20				Multipower, 40-point		3	Stealth 13-			
				estures (-¼), Incantation	18	5	Tactics 14-			
2.,				lagic Roll (-½)		5	Teamwork 14-			
2u				bs: Sight Group Flash (2" Radius; +1); IIF		2	WF: Common Melee Weapons			
				rtunity; - ¹ / ₄), Ges-		2	Weaponsmith (Muscle-Powered HTH) 13-			
				ons (-¼), Requires A		30	30 points' worth of Skills of the GM's choice			
		Roll (-		.0115 (74), requires 11	4		(including those he developed as a Brother)			
2u				ent: Force Wall (5 PD/5			-			
				tall), Opaque; Gestures		Tota	l Powers & Skills Cost: 261			
		_		(-¼), Only In Paved		Tota	Cost: 375			
				es A Magic Roll (-½)	4					
1u				alls: Desolidification						
	(affect	ted by	any att	ack); Gestures (-¼),						
	Incan	tations	(-1/4),	Requires A Magic						
				t Protect Against						
		ge (-1)		-	4					
2u				ectric Lines: Teleporta-						
				(-¼), Incantations (-¼),						
				Roll (-½), Only Be-						
				Or Through Wires (-1/2)						
2u				Spirit Of The City: Aid						
				s (-¼), Incantations (-¼),					

Requires A Magic Roll (-1/2)

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
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- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
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- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (11/2d6
Hori	rorist M	Iultipo	ower, I	Diviner minor			with STR), $+2$ STUN Multiplier $(+\frac{1}{2})$;
	ialty	•					OAF (-1) plus Drain CON 1d6, Delayed
	Char	Cost	Roll	Notes			Return Rate (points return at the rate
	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; +¼); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8]
	DEX	24	13- 13-	OCV: 6/DCV: 6		12	Enchanted Robes: Armor (6 PD/6 ED);
	CON BODY	16	11-				OIF (-½) 0
	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6			(9 points total); OIF $(-\frac{1}{2})$
20	PRE	10	13-	PRE Attack: 4d6		3	Soul Gem: Power Defense
10	COM	0	11-			10	(5 points); OIF (-½) 0
10	PD	6		Total: 20 PD (10 rPI))	10	Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0
	ED	6		Total: 20 ED (10 rEI		5	Darksight: Nightvision 0
4	SPD	12		Phases: 3, 6, 9, 12			
8	REC	0				8	Perks Evinga Panaft: Mambaushin (Marhana of
36 35	END STUN	0 6	Total	Characteristics Cost:	114	0	Fringe Benefit: Membership (Morbane of DEMON)
					114		Skills
Mov	ement:	Rur	nning:	6"/12"		9	+3 with Horror Magic Multipower
Cost	Powe				ND		•
37				tipower, 75-point reserv	re;	3	Analyze Magic 13- Concealment 13-
				4), Incantations (-1/4),		3	Conversation 13-
4				Roll (-½) ind Control 10d6,		2	Cryptography 13-; Translation Only (-½)
4u				e (0 END; +½); Gesture	·s	3	High Society 13-
				-¼), Requires A Magic	.0	3	Interrogation 13-
	Roll ((, -,,	0	3	CK: City Of Operation 13-
4u			nent: 1	Mental Illusions 10d6,		3	KS: Arcane And Occult Lore 13-
				e (0 END; +½); Gesture	es.	5	KS: Greater Mysteries Of DEMON 15-
	$(-\frac{1}{4}),$	Incanta	ations (-¼), Requires A Magic		3	Language: Latin (completely fluent)
	Roll (0	2	Language: another ancient language of GM's
4u				t: Ego Attack 5d6, Re-		3	choice (fluent conversation) Oratory 13-
				0 END; +½); Ges-		13	Power: Magic 18-
		(-¾), II : Roll (ions (-¼), Requires A	0	5	Soul Gem: +4 to Power: Magic Roll;
4u				Drain PRE 5d6, Re-	U		OIF (-½)
14				0 END; +½); Ges-		3	Stealth 13-
				ions (-¼), Requires A		5	Tactics 14-
		Roll (1	0	5	Teamwork 14-
25	Mino	r Divin	iation:	Multipower, 50-point		2	WF: Common Melee Weapons
				estures (-¼), Incantatio	ns	2	Weaponsmith (Muscle-Powered HTH) 13-
_				lagic Roll (-½)		30	30 points' worth of Skills of the GM's choice (including those he developed as a Brother)
2u				f Phase: Desolidifica-			(meruanig those he developed as a brother)
				mporal/dimensional Endurance (½ END;		Tota	l Powers & Skills Cost: 261
				, Incantations (-¼),			l Cost: 375
				Roll (-½), Cannot			
				l Objects (-½)	2		
2u				oment Before: Luck			
	10d6;	Only (Once Pe	er Battle (-0), Ges-			
				ions (-¼), Requires A			
		Roll (0		
1u				Future: Clairsentience			
				Group), Precognition;	;		
				nntations (-½), Roll (-½), No			
				gnition Only (-1)	5		
	1,0118	- (/4/)	11000	5 O.II.) (1)	5		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (1½d6		
Hor	rorist M	lultipo	wer, E	lementalist minor			with STR), +2 STUN Multiplier (+½);		
	ialty	_					OAF (-1) plus Drain CON 1d6, Delayed		
	Char	Cost	Roll	Notes			Return Rate (points return at the rate		
	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; +¼); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8]		
	DEX	24	13-	OCV: 6/DCV: 6		12	Enchanted Robes: Armor (6 PD/6 ED);		
	CON	16	13-			12	OIF (-½) 0		
	BODY		11-	DED Doll 12		3	Soul Gem: Mental Defense		
	INT	8	13-	PER Roll 13-			(9 points total); OIF (-½)		
	EGO PRE	16 10	13- 13-	ECV: 6 PRE Attack: 4d6		3	Soul Gem: Power Defense		
	COM	0	11-	r KE Attack: 400			(5 points); OIF (-½) 0		
		U	11-			10	Spellsight: Detect Magic 13-		
	PD	6		Total: 20 PD (10 rPD)			(Sight Group), Discriminatory 0		
10	ED	6		Total: 20 ED (10 rED))	5	Darksight: Nightvision 0		
4	SPD	12		Phases: 3, 6, 9, 12			Perks		
8	REC	0				8			
	END	0	m . 1			0	Fringe Benefit: Membership (Morbane of DEMON)		
35	STUN	6	Total	Characteristics Cost: 1	114		•		
Mov	ement:	Run	ning:	6"/12"		_	Skills		
Cost	Powe	rs		EN		9	+3 with Horror Magic Multipower		
37			c: Mul	tipower, 75-point reserve		3	Analyze Magic 13-		
"				4), Incantations (-¼),	•	3	Concealment 13-		
				oll (-½)		3	Conversation 13-		
4u				nd Control 10d6,		2	Cryptography 13-; Translation Only (-½)		
				e (0 END; +½); Gestures		3	High Society 13-		
				-¼), Requires A Magic		3	Interrogation 13-		
	Roll (-	1/2)			0	3	CK: City Of Operation 13-		
4u	Bej	fuddler	nent: N	Mental Illusions 10d6,		3	KS: Arcane And Occult Lore 13-		
	Reduc	ed End	duranc	e (0 END; +½); Gestures		5	KS: Greater Mysteries Of DEMON 15-		
	(-1/4), I	ncanta	ations (-¼), Requires A Magic		3	Language: Latin (completely fluent)		
	Roll (-	,			0	2	Language: another ancient language of GM's		
4u				: Ego Attack 5d6, Re-		3	choice (fluent conversation) Oratory 13-		
) END; +½); Ges-		13	Power: Magic 18-		
				ions (-¼), Requires A		5	Soul Gem: +4 to Power: Magic Roll;		
4		Roll (-		Dunin DDE Ede Do	0		OIF (-½)		
4u				Drain PRE 5d6, Re-) END; +½); Ges-		3	Stealth 13-		
				ions (-¼), Requires A		5	Tactics 14-		
		Roll (-		10115 (-74), Requires 11		5	Teamwork 14-		
24				Multipower, 49-point		2	WF: Common Melee Weapons		
				stures (-¼), Incantation	ıs	2	Weaponsmith (Muscle-Powered HTH) 13-		
				lagic Roll (-½)		30	30 points' worth of Skills of the GM's choice		
2u				HKA 1d6, Damage			(including those he developed as a Brother)		
				e in HTH Combat; +¾),					
	Conti	nuous	(+1), Ř	educed Endurance (0			l Powers & Skills Cost: 261		
	END;	+1/2);(Gesture	s (-1/4), Incanta-		Tota	l Cost: 375		
	tions ((-¼), R	equires	A Magic Roll (-½),					
			us (-½)		0				
2u				orce Wall (5 PD/5 ED;					
				Opaque; Gestures (-1/4),					
			$(-\frac{1}{4}), F$	Requires A Magic					
	Roll (-				4				
2u				Winds: Flight 12",					
				k (+1); Gestures (-¼),					
			s (-½),	Requires A Magic	E				
l	Roll (-	- ½ J			5				

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOF	RBANE			Perks
Hori	orist N	Lultipo	wer, I	Half-Born minor		8	Fringe Benefit: Membership (Morbane of
spec		•					DEMON)
Val	Char	Cost	Roll	Notes			Skills
20	STR	10	13-	Lift 400 kg; 4d6 [2]		9	+3 with Horror Magic Multipower
	DEX	24	13-	OCV: 6/DCV: 6			•
	CON	16	13-			3	Analyze Magic 13-
	BODY		11-			3	Concealment 13-
	INT	8	13-	PER Roll 13-		3	Conversation 13-
	EGO	16	13-	ECV: 6		2	Cryptography 13-; Translation Only (-½)
	PRE	14	14-	PRE Attack: 5d6		3	High Society 13- Interrogation 13-
4	COM	-3	10-			3	CK: City Of Operation 13-
10	PD	6		Total: 20 PD (10 rPI))	3	KS: Arcane And Occult Lore 13-
10	ED	6		Total: 20 ED (10 rEI))	5	KS: Greater Mysteries Of DEMON 15-
4	SPD	12		Phases: 3, 6, 9, 12		3	Language: Latin (completely fluent)
8	REC	0				2	Language: another ancient language of GM's
	END	0					choice (fluent conversation)
35	STUN	6	Tota	Characteristics Cost:	115	3	Oratory 13-
Mov	ement:	Rur	ning:	6"/12"		13	Power: Magic 18-
			8			5	Soul Gem: +4 to Power: Magic Roll;
	Powe				ND		OIF (-½)
37				tipower, 75-point reserv	re;	3	Stealth 13-
				¹ / ₄), Incantations (- ¹ / ₄),		5	Tactics 14-
				Roll (-½)		5	Teamwork 14-
4u				ind Control 10d6,		2	WF: Common Melee Weapons
				e (0 END; +½); Gesture	es	2	Weaponsmith (Muscle-Powered HTH) 13-
			itions ((-1/4), Requires A Magic	0	30	30 points' worth of Skills of the GM's choice
4	Roll (-			Mantal Illinoi and 1040	0		(including those he developed as a Brother)
4u				Mental Illusions 10d6,			
				e (0 END; +½); Gesture [-¼), Requires A Magic	28		l Powers & Skills Cost: 261
	Roll (-		1110115 (- /4), Requires A Magic	0	Tota	l Cost: 375
4u	-		ormen	t: Ego Attack 5d6, Re-	U	200+	- Disadvantages
14				0 END; +½); Ges-		10	Distinctive Features: Mystic Aura (Not Con-
				ions (-¼), Requires A			cealable; Always Noticed; Detectable Only
		Roll (7, 1	0		With Unusual Senses)
4u				: Drain PRE 5d6, Re-		20	Hunted: Trismegistus Council 8- (Mo Pow,
				0 END; +½); Ges-			NCI, Capture)
				ions (-¼), Requires A		20	Hunted: VIPER 8- (Mo Pow, NCI, Capture/
		Roll (•	0		Kill)
19				mbs, Inherent (+1/4); Li	m-	10	Hunted: DEMON 8- (Mo Pow, NCI, Watch-
	ited M	Ianipu	lation	(-1/4) plus Stretching 1'	,		ing)
	Redu	ced En	duran	ce (0 END; +½); Linked	d	20	Psychological Limitation: Powerhungry
				oat Stretching (-¼) plu s	S	• •	(Common, Total)
		TR; Li			1	20	Psychological Limitation: Self-Centered And
10				nergy Of The Qliphothic	c:	1.5	Amoral (Common, Total)
		BODY			1	15	Social Limitation: Secret Identity (varies)
15				HKA 1d6 (1½d6		1.5	(Frequently, Major)
				N Multiplier (+½);		15	Susceptibility: to holy places and objects,
				in CON 1d6, Delayed			takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy
				ts return at the rate			object (Common)
				1/4); OAF (-1),	[0]	10	Vulnerability: 2 x STUN from Holy/Divine
12					-[8]	10	Magic (Uncommon)
12			wes:	Armor (6 PD/6 ED);	Λ	10	Vulnerability: 2 x STUN from Holy/Divine
2	OIF (Nantal	Defense	0	10	Magic (Uncommon)
3				F (-½)	0	25	Experience Points
3				Defense	U		1
5		ints); C			0	Tota	l Disadvantage Points: 375
10				Magic 13-	U		0
10				criminatory	0		
5		sight: 1			0		
_		0 1	-0		-		

OIF (-½)

Soul Gem: Mental Defense (9 points total); OIF (-½)

3

	-		MOP	BANE	3	Soul Gem: Power Defense	
Ham		F142			3	(5 points); OIF (-½) 0	
speci		iuitipo	wer, N	ecromancer minor	10	Spellsight: Detect Magic 13-	
	Char	Cost	Roll	Notes			(Sight Group), Discriminatory 0
	STR	10	13-	Lift 400 kg; 4d6 [2]		5	Darksight: Nightvision 0
	DEX	24	13-	OCV: 6/DCV: 6			Perks
18	CON	16	13-			8	Fringe Benefit: Membership (Morbane of
10	BODY	0	11-			O	DEMON)
18	INT	8	13-	PER Roll 13-			,
	EGO	16	13-	ECV: 6		0	Skills
	PRE	10	13-	PRE Attack: 4d6		9	+3 with Horror Magic Multipower
10	COM	0	11-			3	Analyze Magic 13-
10	PD	6		Total: 20 PD (10 rPD))	3	Concealment 13-
10	ED	6		Total: 20 ED (10 rED		3	Conversation 13-
4	SPD	12		Phases: 3, 6, 9, 12		2	Cryptography 13-; Translation Only (-½)
8	REC	0				3	High Society 13-
36	END	0				3	Interrogation 13-
35	STUN	6	Total	Characteristics Cost:	114	3	CK: City Of Operation 13-
Mov	ement:	Run	ning:	6"/12"		3	KS: Arcane And Occult Lore 13-
			iiiiig.	0 /12		5	KS: Greater Mysteries Of DEMON 15-
	Powe			-	ND	3	Language: Latin (completely fluent)
37				ipower, 75-point reserv	e;	2	Language: another ancient language of GM's
				4), Incantations (-1/4),		3	choice (fluent conversation) Oratory 13-
				oll (-½)		13	Power: Magic 18-
4u				nd Control 10d6,		5	Soul Gem: +4 to Power: Magic Roll;
				e (0 END; +½); Gesture	S	3	OIF (-½)
			tions (-	-¼), Requires A Magic	0	3	Stealth 13-
4	Roll (-		a aust. N	Montal Illusions 10d6	0	5	Tactics 14-
4u				Mental Illusions 10d6, e (0 END; +½); Gesture	2	5	Teamwork 14-
				-¼), Requires A Magic	5	2	WF: Common Melee Weapons
	Roll (-			74), requires 11 magic	0	2	Weaponsmith (Muscle-Powered HTH) 13-
4u		-	orment	: Ego Attack 5d6, Re-	Ü	30	30 points' worth of Skills of the GM's choice
166) END; +½); Ges-			(including those he developed as a Brother)
				ons (-¼), Requires A			
		Roll (-		` '' 1	0		Powers & Skills Cost: 261
4u				Drain PRE 5d6, Re-		Total	Cost: 375
	duced	Endur	ance (0) END; +½); Ges-		200+	· Disadvantages
	tures ((-¼), In	cantati	ons (-¼), Requires A			Distinctive Features: Mystic Aura (Not Con-
		Roll (-			0		cealable; Always Noticed; Detectable Only
27		,		ipower, 54-point reserv	re;		With Unusual Senses)
				¹ / ₄), Incantations (- ¹ / ₄),		20	Hunted: Trismegistus Council 8- (Mo Pow,
				Roll (-½)			NCI, Capture)
2u				Undead: Mind Control		20	Hunted: VIPER 8- (Mo Pow, NCI, Capture/
), Incantations (-¼),			Kill)
				Roll (-½), Only Versus	5	10	Hunted: DEMON 8- (Mo Pow, NCI, Watch-
2u		ad (-1)		Summon 179-point	3		ing)
Zu				2); Gestures (-¼),		20	Psychological Limitation: Powerhungry
				Requires A Magic		20	(Common, Total)
				ve Bones Or Body		20	Psychological Limitation: Self-Centered And
	Preser			ve Bellee et Beug	5	15	Amoral (Common, Total)
2u			nbie: S	Summon 178-point		13	Social Limitation: Secret Identity (varies) (Frequently, Major)
); Gestures (-¼),		15	Susceptibility: to holy places and objects,
				Requires A Magic		13	takes 1d6 damage per Turn when on holy
				ve Body Present (-1)	5		ground, in a holy place, or within 1" of a holy
15				łKA 1d6 (1½d6			object (Common)
				N Multiplier (+½);		10	Vulnerability: 2 x STUN from Holy/Divine
				n CON 1d6, Delayed			Magic (Uncommon)
	Retur	n Rate	(point	s return at the rate		10	Vulnerability: 2 x STUN from Holy/Divine
				4); OAF (-1),			Magic (Uncommon)
				rges (-½) 2+	[8]	25	Experience Points
12	Encha	nted R	obes: A	Armor (6 PD/6 ED);			-

Total Disadvantage Points: 375

0

			MOR	BANE	1u	5) Summon Other-Worldly Denizen I:	
	_	Iultipo	wer, C	Other-Worlder minor		Summon 200-point other-worldly denizen	
	ialty	Cook	Dell	Netes		(choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½),	
	Char STR	Cost 10	Roll 13-	Notes Lift 400 kg; 4d6 [2]			4
	DEX	24	13-	OCV: 6/DCV: 6	1u	6) Summon Other-Worldly Denizen II:	
	CON	16	13-			Summon 200-point other-worldly denizen	
	BODY		11-			(choose different type); Gestures (-¼),	
	INT	8	13-	PER Roll 13-		ncantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
	EGO PRE	16 10	13- 13-	ECV: 6 PRE Attack: 4d6	15	Enchanted Mace: HKA 1d6 (1½d6	_
	COM	0	11-	r RE Attack, 400		with STR), +2 STUN Multiplier (+½);	
				Total 20 DD (10 aDD)		OAF (-1) plus Drain CON 1d6, Delayed	
	PD ED	6 6		Total: 20 PD (10 rPD) Total: 20 ED (10 rED)		Return Rate (points return at the rate	
4	SPD	12		Phases: 3, 6, 9, 12		of 5 per Minute; +¼); OAF (-1), Linked (-½), 8 Charges (-½) 2+[8	≀1
8	REC	0			12	Enchanted Robes: Armor (6 PD/6 ED);	.1
	END	0					0
35	STUN	6	Total	Characteristics Cost: 114	3	Soul Gem: Mental Defense	
Mov	ement:	Run	ning:	6"/12"	2	. 1	0
Cost	Powe	rs		END	3	Soul Gem: Power Defense (5 points); OIF (-½)	0
37			c: Mul	tipower, 75-point reserve;	10	Spellsight: Detect Magic 13-	U
				4), Incantations (-1/4),		1 6	0
			-	Roll (-½)	5	*	0
4u				ind Control 10d6,		Perks	
				e (0 END; +½); Gestures -¼), Requires A Magic	8	Fringe Benefit: Membership (Morbane of	
	Roll (-		1110115 (- /4), Requires A Magic		DEMON)	
4u		-	nent: N	Mental Illusions 10d6,		Skills	
				e (0 END; +½); Gestures	9	+3 with Horror Magic Multipower	
			itions (-¼), Requires A Magic	3	Analyze Magic 13-	
4u	Roll (-	-	ากาทอกเ	t: Ego Attack 5d6, Re-	3	Concealment 13-	
14				0 END; +½); Ges-	3	Conversation 13-	
				ions (-¼), Requires A	2	Cryptography 13-; Translation Only (-½)	
		Roll (-		0	3	High Society 13- Interrogation 13-	
4u				Drain PRE 5d6, Re-	3	CK: City Of Operation 13-	
				0 END; +½); Ges- ions (-¼), Requires A	3	KS: Arcane And Occult Lore 13-	
		Roll (-		0	5	KS: Greater Mysteries Of DEMON 15-	
20	_			:: Multipower, 40-point	3	Language: Latin (completely fluent)	,
				estures (-¼), Incantations	2	Language: another ancient language of GM choice (fluent conversation)	S
211				lagic Roll (-½)	3	Oratory 13-	
2u				he Dimensions: Clairsen- Iearing Group), Dimen-	13	Power: Magic 18-	
				dimension, defined	5	Soul Gem: +4 to Power: Magic Roll;	
	when	the po	wer is	bought); Gestures (-¼),	2	OIF (-½)	
		tations	$(-\frac{1}{4}),$	Requires A Magic Roll	3 5	Stealth 13- Tactics 14-	
211	$(-\frac{1}{2})$	har M	arldla I	Manamant, Extra	5	Teamwork 14-	
2u				Movement: Extra- ement (any location in	2	WF: Common Melee Weapons	
), x8 Increased Mass;	2	Weaponsmith (Muscle-Powered HTH) 13-	
				intations (-¼), Requires	30	30 points' worth of Skills of the GM's choice	
	A Ma	gic Rol	l (-½)	4		(including those he developed as a Brother)	į
2u				iy: Extra-Dimensional	Tota	l Powers & Skills Cost: 261	
				cation in a single r (variable; +½);		l Cost: 375	
				ntations (-¼), Requires			
		gic Rol		4			
2u	4) A	Quick '	Trip: T	Celeportation 12", x8			
				estures (-¼), Incanta-			
	tions	(-¼), R	equire	s A Magic Roll (-½) 4			

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	RBANE			Perks
Hori	rorist M	lultipo	wer, S	Summoner mino	r	8	Fringe Benefit: Membership (Morbane of
speci		•					DEMON)
	Char	Cost	Roll	Notes			Skills
20	STR	10	13-	Lift 400 kg; 4d6	5 [2]	9	+3 with Horror Magic Multipower
18	DEX	24	13-	OCV: 6/DCV:	6		•
18	CON	16	13-			3	Analyze Magic 13-
	BODY	0	11-			3	Concealment 13-
	INT	8	13-	PER Roll 13-		3	Conversation 13-
	EGO	16	13-	ECV: 6		2	Cryptography 13-; Translation Only (-½)
	PRE	10	13-	PRE Attack: 4d	.6	3	High Society 13-
10	COM	0	11-			3	Interrogation 13- CK: City Of Operation 13-
10	PD	6		Total: 20 PD (1	10 rPD)	3	KS: Arcane And Occult Lore 13-
10	ED	6		Total: 20 ED (1		5	KS: Greater Mysteries Of DEMON 15-
4	SPD	12		Phases: 3, 6, 9,	12	3	Language: Latin (completely fluent)
8	REC	0				2	Language: another ancient language of GM's
	END	0					choice (fluent conversation)
35	STUN	6	Total	l Characteristics (Cost: 114	3	Oratory 13-
Mov	ement:	Run	ning:	6"/12"		13	Power: Magic 18-
						5	Soul Gem: +4 to Power: Magic Roll;
	Power		3.6.1	==	END		OIF (-½)
37				tipower, 75-point		3	Stealth 13-
				¹ / ₄), Incantations (-	-1/4),	5	Tactics 14-
411				Roll (-½) ind Control 10d6,		5	Teamwork 14-
4u				e (0 END; +½); G		2	WF: Common Melee Weapons
				(-¼), Requires A M		2	Weaponsmith (Muscle-Powered HTH) 13-
	Roll (-		(10115	, 74), requires 11 iv	0	30	30 points' worth of Skills of the GM's choice
4u			nent: 1	Mental Illusions 10			(including those he developed as a Brother)
				e (0 END; +½); G		Tota	l Powers & Skills Cost: 261
				(-¼), Requires A M			1 Cost: 375
	Roll (-			<u>-</u>	0		
4u	 Spe 	ell Of T	ormen	t: Ego Attack 5d6,	, Re-		- Disadvantages
				0 END; +½); Ges-		10	Distinctive Features: Mystic Aura (Not Con-
				tions (-¼), Require			cealable; Always Noticed; Detectable Only
	Magic			D DDD = 16	0	20	With Unusual Senses)
4u				: Drain PRE 5d6,		20	Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
				0 END; +½); Ges-		20	Hunted: VIPER 8- (Mo Pow, NCI, Capture/
				tions (-¼), Require		20	Kill)
30	Magic			nling: Summon 2	0	10	Hunted: DEMON 8- (Mo Pow, NCI, Watch-
30				Slavisly Loyal (+1			ing)
				(+1); Gestures (-		20	Psychological Limitation: Powerhungry
				Extra Time (1 Ho			(Common, Total)
	-3)		(' //		15	20	Psychological Limitation: Self-Centered And
15		nted N	lace: I	HKA 1d6 (1½d6			Amoral (Common, Total)
				JN Multiplier (+½	⁽ 2);	15	Social Limitation: Secret Identity (varies)
	OAF (-1) pl ı	u s Dra	in CON 1d6, Del	ayed		(Frequently, Major)
	Returi	n Rate	(point	ts return at the rat	te	15	Susceptibility: to holy places and objects,
				¼); OAF (-1),			takes 1d6 damage per Turn when on holy
				arges (-½)	2+[8]		ground, in a holy place, or within 1" of a holy
12			obes: .	Armor (6 PD/6 E		10	object (Common) Vulnerability: 2 x STUN from Holy/Divine
	OIF (-		e . 1	D. C	0	10	Magic (Uncommon)
3				Defense	0	10	Vulnerability: 2 x STUN from Holy/Divine
2				(F (-½) Defense	0	10	Magic (Uncommon)
3	(5 poi			Defense	0	25	Experience Points
10				Magic 13-	U		1
10				criminatory	0	Tota	l Disadvantage Points: 375
5	Darks				0		-
		J -	0		-		

			MOR	BANE		Perks
Horr	orist M	lultipo	wer, T	haumaturge minor	8	Fringe Benefit: Membership (Morbane of
speci		_		_		DEMON)
	Char	Cost	Roll	Notes		Skills
	STR	10	13-	Lift 400 kg; 4d6 [2]	9	+3 with Horror Magic Multipower
	DEX CON	24 16	13- 13-	OCV: 6/DCV: 6	3	Analyze Magic 13-
	BODY		11-		3	Concealment 13-
	INT	8	13-	PER Roll 13-	3	Conversation 13-
	EGO	16	13-	ECV: 6	2	Cryptography 13-; Translation Only (-1/2)
	PRE	10	13-	PRE Attack: 4d6	3	High Society 13-
10	COM	0	11-		3	Interrogation 13-
10	PD	6		Total, 20 DD (10 rDD)	3	CK: City Of Operation 13-
	ED	6 6		Total: 20 PD (10 rPD) Total: 20 ED (10 rED)	3	KS: Arcane And Occult Lore 13-
	SPD	12		Phases: 3, 6, 9, 12	5	KS: Greater Mysteries Of DEMON 15-
	REC	0		11110003. 3, 0, 7, 12	3	Language: Latin (completely fluent)
	END	0			2	Language: another ancient language of GM's
	STUN	6	Total	Characteristics Cost: 11	4 3	choice (fluent conversation) Oratory 13-
Move	ement:	Run	ning.	6"/12"	13	Power: Magic 18-
			5.		5	Soul Gem: +4 to Power: Magic Roll;
	Power		1	ENI)	OIF (-½)
37				tipower, 75-point reserve;	3	Stealth 13-
				/4), Incantations (-1/4),	5	Tactics 14-
4				koll (-½) and Control 10d6,	5	Teamwork 14-
4u				e (0 END; +½); Gestures	2	WF: Common Melee Weapons
				-¼), Requires A Magic	2	Weaponsmith (Muscle-Powered HTH) 13-
	Roll (-			-	30	30 points' worth of Skills of the GM's choice
4u			nent: N	Mental Illusions 10d6,	,	(including those he developed as a Brother)
		cu Liic	iuranc	e (0 END; +½); Gestures	Total	1 Dowers & Skills Cost. 262
				e (0 END; +½); Gestures -¼), Requires A Magic		l Powers & Skills Cost: 262 l Cost: 376
		ncanta		-¼), Requires A Magic	Tota	1 Cost: 376
4u	(-¼), I Roll (- 3) <i>Spe</i>	ncanta ½) ell Of To	tions (-¼), Requires A Magic :: Ego Attack 5d6, Re-	Total	l Cost: 376 - Disadvantages
4u	(-1/4), I Roll (- 3) <i>Spe</i> duced	ncanta ½) ell Of To Endur	tions (corment cance ((-¼), Requires A Magic (: Ego Attack 5d6, Re- O END; +½); Ges-	Tota	l Cost: 376 Disadvantages Distinctive Features: Mystic Aura (Not Con-
4u	(-½), I Roll (- 3) <i>Spe</i> duced tures (ncanta ½) ell Of To Endur -¼), In	tions (corment cance ((cantat	-¼), Requires A Magic (t: Ego Attack 5d6, Re- (t) END; +½); Ges- (t) End; +½), Requires A	Total 200+ 10	l Cost: 376 • Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only
	(-¼), I Roll (- 3) Spe duced tures (Magic	ncanta ½) Ell Of To Endur -¼), In Roll (-	corment cance ((acantation)	-¼), Requires A Magic (t: Ego Attack 5d6, Re- (t) END; +½); Ges- tions (-¼), Requires A	Total 200-1	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
4u 4u	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Tou	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of	corment cance ((acantation) Terror:	-¼), Requires A Magic Ego Attack 5d6, Re- DEND; +½); Gesions (-¼), Requires A Drain PRE 5d6, Re-	Total 200+ 10	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow,
	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Tou duced	ncanta ½) Ell Of To Endur -¼), In Roll (- uch Of Endur	corment cance ((acantation) Terror:	-¼), Requires A Magic Ego Attack 5d6, Re- DEND; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- DEND; +½); Ges-	Total 2004 10 20	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Tou duced tures (ncanta ¹ / ₂) ¹ / ₂ Of To Endur - ¹ / ₄), In Roll (- uch Of Endur - ¹ / ₄), In	tions (forment rance (formattal) Terror: Tance (formattal)	-¼), Requires A Magic Ego Attack 5d6, Re- DEND; +½); Gesions (-¼), Requires A Drain PRE 5d6, Re-	Total 200-1	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/
4u	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Ton duced tures (Magic	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (-	corment ance (facantations) Terror: Tance (facantations)	-¼), Requires A Magic E: Ego Attack 5d6, Re- D END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D END; +½); Ges- ions (-¼), Requires A	Total 200+ 10 20 20 20	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Tor duced tures (Magic Minor	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaur	citions (corment rance ((cantati l'2) Terror: rance ((cantati l'2) maturg	-¼), Requires A Magic E: Ego Attack 5d6, Re- D END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D END; +½); Ges- ions (-¼), Requires A (y: Variable Power	Total 2004 10 20	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/
4u	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaur 24 base	distributions (distributions (distri	-¼), Requires A Magic E: Ego Attack 5d6, Re- D END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D END; +½); Ges- ions (-¼), Requires A (y: Variable Power control cost; Ges-	Total 200+ 10 20 20 20	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watch-
4u	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (ncanta 1/2) Ell Of To Endur -1/4), In Roll (- uch Of Endur -1/4), In Roll (- Thaur 24 base (-1/4), Ir	distributions (distributions (distri	-¼), Requires A Magic E: Ego Attack 5d6, Re- D END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D END; +½); Ges- ions (-¼), Requires A (y: Variable Power	Total 200+ 10 20 20 20 10 20	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total)
4u	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (Magic	ncanta -1/2) Ell Of To Endur -1/4), In Roll (-1/4), In Roll (-1/4), In Roll (-1/4), In (-1/4), In (-1/4), In	tions (forment ance (forment ance (forment ance)) Terror: Terr	-1/4), Requires A Magic (f: Ego Attack 5d6, Re- 1) END; +1/2); Ges- 1ions (-1/4), Requires A Drain PRE 5d6, Re- 1) END; +1/2); Ges- 1ions (-1/4), Requires A (g): Variable Power control cost; Ges- tions (-1/4), Only	Total 200+ 10 20 20 20 10 20	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And
4u 31	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (Magic Encha	ncanta ½) Ell Of To Endur -¼), In Roll (- Lendur -¼), In Roll (- Thaur 24 base (-¼), Ir (-¼), Ir (-¼), Ir	from strong (forment rance (forment rance (forment rance (formatter))) Terror: rance (formatter) maturg e + 12 of a cantate formatter) formatter formatte	-¼), Requires A Magic E. Ego Attack 5d6, Re- D END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D END; +½); Ges- ions (-¼), Requires A (y): Variable Power control cost; Ges- tions (-¼), Only va	Total 200+ 10 20 20 20 10 20 r 20	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total)
4u 31	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (Magic Encha with S	ncanta ½) Ell Of To Endur -¼), In Roll (- Louch Of Endur -¼), In Roll (- Thaun 24 base (-¼), In (-¼), In (-¼), In (-¼), In	tions (forment rance (forment rance (formant rance (formant rance (formant rance (formant rance (formaturg rance (formaturg rance rance (formaturg rance ran	-¼), Requires A Magic E. Ego Attack 5d6, Re- D END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D END; +½); Ges- ions (-¼), Requires A (y): Variable Power control cost; Ges- tions (-¼), Only va HKA 1d6 (1½d6	Total 200+ 10 20 20 20 10 20 r	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies)
4u 31	(-¼), I Roll (- 3) Spe duced tures (Magic 4) Tou duced tures (Magic Minor Pool, 2 tures (Magic Encha with S OAF (Return	ncanta 	tions (forment ance (forment ance (forment ance)) Terror: Terr	-1/4), Requires A Magic (c): Ego Attack 5d6, Re- (d): END; +1/2); Ges- (e): END; +1/2); Ges- (e): Drain PRE 5d6, Re- (e): DEND; +1/2); Ges- (e): OEND; +1/2); Ges- (f): Variable Power (f	Total 200+ 10 20 20 20 10 20 r 20 15	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major)
4u 31	(-¼), I Roll (-3) Speduced tures (Magic 4) Torduced tures (Magic Minor Pool, 2 tures (Magic Encha with S OAF (Return of 5 pe	ncanta ½) Ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), Ir (-¼), Ir (-¼), Ir (-¼) n Rate er Min	tions (forment ance (forment ance (forment ance)) Terror: Terr	-¼), Requires A Magic E: Ego Attack 5d6, Re- D: END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D: END; +½); Ges- ions (-¼), Requires A (y: Variable Power control cost; Ges- tions (-¼), Only Val HKA 1d6 (1½d6 N Multiplier (+½); in CON 1d6, Delayed s return at the rate 4); OAF (-1),	Total 200+ 10 20 20 20 10 20 r 20 15 15	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects,
4u 31	(-¼), I Roll (-3) Speduced tures (Magic 4) Tot duced tures (Magic Minor Pool, 2 tures (Magic Encha with S OAF (Return of 5 po Linked	ncanta ½) Ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), Ir (-¼), Ir (-¼), Ir (-¼), Ir (-¼) n Rate er Min d (-½),	tions (forment ance (forment ance (forment ance (forment ance (forment ance (forment ance))) Terror: tance (formatting ance) tance: Harring ance (formatting ance) tance (formattin	-1/4), Requires A Magic (c: Ego Attack 5d6, Re- (d) END; +1/2); Ges- (d) ions (-1/4), Requires A (e) Drain PRE 5d6, Re- (e) END; +1/2); Ges- (f) END; +1/2); Ges- (f) Ges- (f) END; +1/2); Ges- (f) Cons (-1/4), Requires A (f) V: Variable Power (f) Control cost; Ges- (f) Con	Total 200+ 10 20 20 20 10 20 r 20 15 15	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy
4u 31	(-¼), I Roll (-3) Speduced tures (Magic 4) Torduced tures (Magic Minor Pool, 2 tures (Magic Encha with S OAF (Return of 5 pt Linker Encha	ncanta ½) ll Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), Ir (-¼), Ir (-¼), In ted M. TR), + (-1) plu n Rate er Min d (-½), nted R	tions (forment ance (forment ance (forment ance (forment ance (forment ance (forment ance))) Terror: tance (formatting ance) tance: Harring ance (formatting ance) tance (formattin	-1/4), Requires A Magic (t: Ego Attack 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (t) Drain PRE 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (ty: Variable Power (control cost; Ges- (tions (-1/4), Only va HKA 1d6 (11/2d6 N Multiplier (+1/2); (in CON 1d6, Delayed (s) return at the rate (4/4); OAF (-1), (rges (-1/2) 2+[8 Armor (6 PD/6 ED);	Total 200+ 10 20 20 20 10 20 r 20 15 15	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy
4u 31 15	(-¼), I Roll (-3) Speduced tures (Magic 4) Torduced tures (Magic Minor Pool, 2 tures (Magic Encha with S OAF (Return of 5 pt Linker Encha OIF (-5)	ncanta ½) ll Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), Ir (-¼), In (-¼), In ted M. +(-1) plu n Rate er Min d (-½), nted R	tions (forment rance (forment rance (formattile)) Terror: rance (formattile) maturg e + 12 of acantal face: H 2 STU us Drait (point ute; +! 8 Cha obes: A	-¼), Requires A Magic E: Ego Attack 5d6, Re- D: END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D: END; +½); Ges- ions (-¼), Requires A Ey: Variable Power control cost; Ges- tions (-¼), Only va HKA 1d6 (1½d6 N Multiplier (+½); in CON 1d6, Delayed s return at the rate ¼); OAF (-1), rges (-½) Armor (6 PD/6 ED);	Total 200+ 10 20 20 20 10 20 15 15	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
4u 31 15	(-¼), I Roll (-3) Speduced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (Magic Encha with S OAF (Return of 5 pt Linker Encha OIF (-Soul C Soul C)	ncanta ½) ll Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), Ir (-¼), In (-¼), In ted M TR), + -1) plu n Rate er Min d (-½), nted R ½) Gem: N	titions (forment rance (forment rance (formant rance)) Terror: rance (formant rance) maturg e + 12 of rancantar face: H2 STU is Drait (point rance), 8 Cha obes: Mental	-1/4), Requires A Magic (t: Ego Attack 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (t) Drain PRE 5d6, Re- (t) END; +1/2); Ges- (t) END; +1/2); Ges- (t) END; +1/2); Ges- (t) END; +1/2); Ges- (t) Construction (-1/4), Requires A (ty: Variable Power (control cost; Ges- (tions (-1/4), Only val HKA 1d6 (11/2d6 N Multiplier (+1/2); (t) CON 1d6, Delayed (s) return at the rate (4/4); OAF (-1), (rges (-1/2) 2+[8] Armor (6 PD/6 ED); (d) Defense	Total 2004 10 20 20 20 10 20 15 15 15	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common) Vulnerability: 2 x STUN from Holy/Divine
4u 31 15 12 3	(-¼), I Roll (-3) Speeduced tures (Magic 4) Tonduced tures (Magic Minor Pool, 2 tures (Magic Encha with SOAF (Return of 5 pol Linker Encha OIF (-Soul C) (9 poi	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), In	titions (forment rance (forment rance (for anate)) Terror: rance (for anate) naturg e + 12 of anate face: H 2 STU 18 Drait (point ute; +1, 8 Cha obes: A Mental al); OI	-¼), Requires A Magic E: Ego Attack 5d6, Re- D END; +½); Ges- ions (-¼), Requires A Drain PRE 5d6, Re- D END; +½); Ges- ions (-¼), Requires A Ey: Variable Power control cost; Ges- tions (-¼), Only Val HKA 1d6 (1½d6 N Multiplier (+½); in CON 1d6, Delayed s return at the rate 4); OAF (-1), rges (-½) Armor (6 PD/6 ED); Defense F (-½)	Total 200+ 10 20 20 20 10 20 r 20 15 15 15	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common) Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
4u 31 15	(-¼), I Roll (-3) Speeduced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (Magic Encha with SOAF (Return of 5 pol Linked Encha OIF (-Soul C (9 poi Soul C Soul C (-1)).	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), In	tions (forment ance (formaturg ancantation))) Mace: Hard (point ute; +1, 8 Charles (formature)) Mental all; OI (formature)	-1/4), Requires A Magic (t: Ego Attack 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (t) Drain PRE 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (t) Variable Power (tontrol cost; Ges- (tions (-1/4), Only variable Power (tontrol cost; Ges- (tontrol cost;	Total 200+ 10 20 20 20 10 20 15 15 15 10 10 10	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common) Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon) Vulnerability: 2 x STUN from Holy/Divine
4u 31 15 12 3 3	(-¼), I Roll (-3) Speeduced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (Magic Encha with SOAF (Return of 5 po Linked Encha OIF (-Soul C (9 poi Soul C (5 poi C))	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), In	titions (forment ance ance ance ance ance ance ance ance	-1/4), Requires A Magic (t: Ego Attack 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (t) Drain PRE 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (t) Variable Power (tontrol cost; Ges- (tions (-1/4), Only Variable Power (tontrol cost; Ges- (tontrol cost;	Total 2004 10 20 20 20 10 20 15 15 15 10 0 10 0 10	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common) Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon) Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
4u 31 15 12 3	(-¼), I Roll (-3) Speeduced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (Magic Encha with SOAF (Return of 5 po Linked Encha OIF (-Soul C (9 poi Spellsign))	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thaun 24 base (-¼), In	titions (forment ance (forment ance (forment ance (forment ance (forment ance (forment ance (formaturg ance ance ance ance ance ance ance ance	-1/4), Requires A Magic (t: Ego Attack 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (t) Drain PRE 5d6, Re- (t) END; +1/2); Ges- (tions (-1/4), Requires A (t) Variable Power (tontrol cost; Ges- (tions (-1/4), Only Variable Power (tontrol cost; Ges-	Total 200+ 10 20 20 20 10 20 15 15 15 10 26	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common) Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon) Vulnerability: 2 x STUN from Holy/Divine
4u 31 15 12 3 3	(-¼), I Roll (-3) Speeduced tures (Magic 4) Ton duced tures (Magic Minor Pool, 2 tures (Magic Encha with SOAF (Return of 5 pol Linked Encha OIF (-Soul C (9 poi Spellsig (Sight	ncanta ½) ell Of To Endur -¼), In Roll (- uch Of Endur -¼), In Roll (- Thau 24 base (-¼), In (-¼), nted M TR), + (-1) plu n Rate er Min d (-½), nted R ½) Gem: N nts tot: Gem: P nts); O ght: D Group	titions (forment ance (forment ance (forment ance (forment ance (forment ance (forment ance (formaturg ance ance ance ance ance ance ance ance	-1/4), Requires A Magic 1: Ego Attack 5d6, Re- 1) END; +1/2); Ges- 1: ions (-1/4), Requires A Drain PRE 5d6, Re- 1) END; +1/2); Ges- 1: ions (-1/4), Requires A 1: ions (-1/4), Requires A 1: ions (-1/4), Requires A 1: ions (-1/4), Only Variable Power control cost; Ges- 1: ions (-1/4), Only Variable Powe	Total 200+ 10 20 20 20 10 20 15 15 15 10 26	Disadvantages Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses) Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture) Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill) Hunted: DEMON 8- (Mo Pow, NCI, Watching) Psychological Limitation: Powerhungry (Common, Total) Psychological Limitation: Self-Centered And Amoral (Common, Total) Social Limitation: Secret Identity (varies) (Frequently, Major) Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common) Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon) Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)

page 51); Gestures (-1/4), Incantations (-1/4),

Demonling (see HERO System Bestiary,

THE MASTER OF HELLFIRE

TH	IE MASTER	OF HELLFIRE		page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time
				(1 Turn; -1 ¹ / ₄) 5
	MOF	RBANE	15	Enchanted Mace: HKA 1d6 (1½d6
Mast		ipower, Black Magician	_	with STR), +2 STUN Multiplier (+½);
	or specialty	ipower, Diaek magieran		OAF (-1) plus Drain CON 1d6, Delayed
	Char Cost Roll	Notes		Return Rate (points return at the rate
20	STR 10 13-	Lift 400 kg; 4d6 [2]		of 5 per Minute; +¼); OAF (-1),
18	DEX 24 13-	OCV: 6/DCV: 6	10	Linked (-½), 8 Charges (-½) 2+[8]
	CON 16 13-		12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY 0 11-		3	OIF (-½) 0 Soul Gem: Mental Defense
	INT 8 13-	PER Roll 13-	3	(9 points total); OIF (-½)
	EGO 16 13-	ECV: 6	3	Soul Gem: Power Defense
	PRE 10 13-	PRE Attack: 4d6	3	(5 points); OIF (-½)
10	COM 0 11-		10	Spellsight: Detect Magic 13-
10	PD 6	Total: 20 PD (10 rPD)		(Sight Group), Discriminatory 0
10	ED 6	Total: 20 ED (10 rED)	5	Darksight: Nightvision 0
4	SPD 12	Phases: 3, 6, 9, 12		Perks
	REC 0		8	Fringe Benefit: Membership (Morbane of
	END 0	1.01		DEMON)
35	STUN 6 Tota	l Characteristics Cost: 11	14	
Mov	ement: Running:	6"/12"	0	Skills
Cost	Powers	ENI	9 D	+3 with Hellfire Magic Multipower
37		ıltipower, 75-point reserv	e. 3	Analyze Magic 13-
-,		-¼), Incantations (-¼),	3	Concealment 13-
	Requires A Magic		3	Conversation 13-
4u		RKA 4d6, Reduced	2	Cryptography 13-; Translation Only (-½)
		D; +¼); Gestures (-¼),	3	High Society 13-
	Incantations (-1/4),	-	3 3	Interrogation 13- CK: City Of Operation 13-
	Roll (-½)		3 3	KS: Arcane And Occult Lore 13-
3u		RKA 2d6+1, Variable	5	KS: Greater Mysteries Of DEMON 15-
		lvantages; +1); Gestures	3	Language: Latin (completely fluent)
	(-¼), incantations Roll (-½)	(-¼), Requires A Magic	7 2	Language: another ancient language of GM's
3u	` '	I: RKA 2d6+1, Area	/	choice (fluent conversation)
<i>5</i> u		; +1); Gestures (-¼),	3	Oratory 13-
	Incantations (-1/4),		13	Power: Magic 18-
	Roll (-1/2), No Rang		7 5	Soul Gem: +4 to Power: Magic Roll;
3u	4) Fiery Wings: Fl	ight 20", Reduced	2	OIF (-½)
		$O; +\frac{1}{2}); Gestures (-\frac{1}{4}),$	3 5	Stealth 13- Tactics 14-
	Incantations (-¼),		. 5	Teamwork 14-
2	Roll (-½)		٠ ،	WF: Common Melee Weapons
3u		ortation 15", x16 Noncom ⁄Iass; Gestures (-¼),	2	Weaponsmith (Muscle-Powered HTH) 13-
	Incantations (-1/4),		30	30 points' worth of Skills of the GM's choice
	Roll (-½)	-	6	(including those he developed as a Brother)
24		: Multipower, 48-point		
		estures (-¼), Incan-		al Powers & Skills Cost: 261
			₀ Tot	al Cost: 375
2u	1) Befuddlement:	Mental Illusions 7d6,		
	Reduced Enduran			
	Gestures (-1/4), Inc			
	Requires A Magic		1	
1u	2) Touch Of Terror			
	Reduced Enduran			
	Gestures (-¼), Inc		0	
2u	Requires A Magic	r: Dispel Magic 12d6,	0	
2 u		one at a time (+ ¹ / ₄);		
		antations (-¼), Requires		
	A Magic Roll (-½)		4	
1u		: Summon 233-point		
		ERO System Bestiary,		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE	2u	4) Travel Along Electric Lines: Teleporta-
Mas	ter Of I	Ielfire	Multi	power, City Magic mino	or	tion 20"; Gestures (-¼), Incantations (-¼),
	ialty					Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½) 4
	Char STR	Cost	Roll	Notes Lift 400 kg; 4d6 [2]	2u	
	DEX	10 24	13- 13-	Lift 400 kg; 4d6 [2] OCV: 6/DCV: 6		END 4d6; Gestures (-¼), Incantations (-¼),
	CON	16	13-	001.0/201.0		Requires A Magic Roll (-½) 0
	BODY	0	11-		1u	, , , ,
	INT	8	13-	PER Roll 13-		Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼),
	EGO	16	13-	ECV: 6		Requires A Magic Roll (-½)
	PRE COM	10 0	13- 11-	PRE Attack: 4d6	15	
		U	11-			with STR), +2 STUN Multiplier (+½);
	PD	6		Total: 20 PD (10 rPD)		OAF (-1) plus Drain CON 1d6, Delayed
10	ED SPD	6 12		Total: 20 ED (10 rED) Phases: 3, 6, 9, 12		Return Rate (points return at the rate
8	REC	0		1 11ases. 3, 0, 3, 12		of 5 per Minute; +¼); OAF (-1),
	END	0			12	Linked (-½), 8 Charges (-½) 2+[8] Enchanted Robes: Armor (6 PD/6 ED);
35	STUN	6	Total	Characteristics Cost: 1		OIF (-½) 0
Mov	ement:	Rur	nning:	6"/12"	3	Soul Gem: Mental Defense
					_	(9 points total); OIF (-½)
	Powe		. 16	EN		Soul Gem: Power Defense
37				ltipower, 75-point reserv 1/4), Incantations (-1/4),		(5 points); OIF (-½) 0
				Roll (-½)	10	Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0
4u				RKA 4d6, Reduced	5	Darksight: Nightvision 0
				O; +½); Gestures (-½),		
	Incan	tations	s (-¼),	Requires A Magic	0	Perks
	Roll (3 8	Fringe Benefit: Membership (Morbane of DEMON)
3u				RKA 2d6+1, Variable		•
				vantages; +1); Gestures (-¼), Requires A Magic	0	Skills
	Roll (ations	_	9 7	+3 with Hellfire Magic Multipower
3u			Blast III	: RKA 2d6+1, Area	3	Analyze Magic 13-
				; +1); Gestures (-1/4),	3	Concealment 13-
				Requires A Magic	3	Conversation 13-
			o Rang		7 2 3	Cryptography 13-; Translation Only (-½) High Society 13-
3u				ight 20", Reduced	3	Interrogation 13-
); +½); Gestures (-¼), Requires A Magic	3	CK: City Of Operation 13-
	Roll ((-/4),	1 0	0 3	KS: Arcane And Occult Lore 13-
3u			Telepo	ortation 15", x16 Noncon	_	KS: Greater Mysteries Of DEMON 15-
				ſass; Gestures (-¼),	3	Language: Latin (completely fluent)
			s (-¼),	Requires A Magic	2	Language: another ancient language of GM's
	Roll (6 3	choice (fluent conversation) Oratory 13-
20				Multipower, 40-point	1.2	·
				estures (-¼), Incantations Iagic Roll (-½)	5	Soul Gem: +4 to Power: Magic Roll;
2u				bs: Sight Group Flash		OIF (-½)
- "				(2" Radius; +1); IIF	3	Stealth 13-
				rtunity; -1/4), Ges-	5	Tactics 14-
	tures ((-¼), Ir	ıcantati	ons (-1/4), Requires A	5	Teamwork 14-
		Roll (4 $\frac{2}{2}$	WF: Common Melee Weapons Weaponsmith (Muscle-Powered HTH) 13-
2u				ent: Force Wall (5 PD/5	30	Weaponsmith (Muscle-Powered HTH) 13- 30 points' worth of Skills of the GM's choice
				tall), Opaque; Gestures	30	(including those he developed as a Brother)
				(-¼), Only In Paved es A Magic Roll (-½)	4	, , , , , , , , , , , , , , , , , , , ,
1u				<i>Talls:</i> Desolidification	То	tal Powers & Skills Cost: 261
				ack); Gestures (-¼),	То	tal Cost: 375
	Incan	tations	s (-½),	Requires A Magic		
				t Protect Against		
	Dama	ige (-1)		4	

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- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	RBANE	15	5	Enchanted Mace: HKA 1d6 (11/2d6
Mas	ter Of I	Hellfir		ipower, Diviner minor	_		with STR), +2 STUN Multiplier (+½);
	ialty			1			OAF (-1) plus Drain CON 1d6, Delayed
	Char	Cost	Roll	Notes			Return Rate (points return at the rate
	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; +¼); OAF (-1),
	DEX	24	13-	OCV: 6/DCV: 6	12)	Linked (-½), 8 Charges (-½) 2+[8] Enchanted Robes: Armor (6 PD/6 ED);
	CON	16	13-		12	_	OIF (-½) 0
	BODY INT	7 0 8	11- 13-	PER Roll 13-	3		Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6			(9 points total); OIF (-½) 0
	PRE	10	13-	PRE Attack: 4d6	3		Soul Gem: Power Defense
	COM	0	11-				(5 points); OIF (-½) 0
		_		T. (.1. 20 DD /10 DD	10)	Spellsight: Detect Magic 13-
	PD ED	6 6		Total: 20 PD (10 rPD Total: 20 ED (10 rED			(Sight Group), Discriminatory 0
4	SPD	12		Phases: 3, 6, 9, 12	5		Darksight: Nightvision 0
8	REC	0		1114565. 5, 0, 5, 12			Perks
	END	0			8		Fringe Benefit: Membership (Morbane of
35	STUN	6	Total	Characteristics Cost: 1	114		DEMON)
Mov	ement:	Pur	nina	6"/12"			Skills
			iiiiig.		9		+3 with Hellfire Magic Multipower
	Powe				VD		Analyze Magic 13-
37				lltipower, 75-point reser	ve; 3		Concealment 13-
				-¼), Incantations (-¼), Roll (-½)	3		Conversation 13-
4u				RKA 4d6, Reduced	2		Cryptography 13-; Translation Only (-½)
Tu				D; $+\frac{1}{4}$); Gestures ($-\frac{1}{4}$),	3		High Society 13-
				Requires A Magic	3		Interrogation 13-
	Roll (. , ,	1 0	3 3		CK: City Of Operation 13-
3u	2) He	ellfire E	Blast II:	RKA 2d6+1, Variable	3		KS: Arcane And Occult Lore 13-
				vantages; +1); Gestures	5		KS: Greater Mysteries Of DEMON 15-
			ations	(-¼), Requires A Magic	3 7 2		Language: Latin (completely fluent) Language: another ancient language of GM's
2	Roll (11 (11)	DIZA 216.1 A	7 2		choice (fluent conversation)
3u				: RKA 2d6+1, Area ; +1); Gestures (-¼),	3		Oratory 13-
				Requires A Magic	13		Power: Magic 18-
			o Rang		7 5		Soul Gem: +4 to Power: Magic Roll;
3u				ight 20", Reduced			OIF (-½)
				$0; +\frac{1}{2};$ Gestures $(-\frac{1}{4}),$	3		Stealth 13-
			s (-¼),	Requires A Magic	5		Tactics 14-
_	Roll		1		0 5 2		Teamwork 14- WF: Common Melee Weapons
3u		_	_	ortation 15", x16 Nonco	m- 2		Weaponsmith (Muscle-Powered HTH) 13-
				Iass; Gestures (-¼), Requires A Magic	30)	30 points' worth of Skills of the GM's choice
	Roll (, (-/4),	Requires A Magic			(including those he developed as a Brother)
			Divinati	ion: Multipower, 50-poi	nt		
				estures (-¼), Incantation	ns To		Powers & Skills Cost: 261
	(-½),	Requir	res A M	Iagic Roll (-½)	To	otal	Cost: 375
2u				f Phase: Desolidifica-			
				mporal/dimensional			
				Endurance (½ END;			
), Incantations (-¼),			
				Roll (-½), Cannot l Objects (-½)	2		
2u				oment Before: Luck	2		
				er Battle (-0), Ges-			
				ions (-¼), Requires A			
		Roll (•	0		
1u				Future: Clairsentience			
				Group), Precognition;			
				nntations (-½),			
				Roll (-½), No gnition Only (-1)	5		
	Range	· (-/2 <i>)</i> ,	11008	5	5		

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (1½d6
Mast	er Of H	ellfire		ipower, Elementalist	-		with STR), +2 STUN Multiplier (+½);
	or specia		. Wiuit	ipowei, Liementanst			OAF (-1) plus Drain CON 1d6, Delayed
		Cost	Roll	Notes			Return Rate (points return at the rate
20	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
18	DEX	24	13-	OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]
18	CON	16	13-			12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY	0	11-			2	OIF (-½) 0
	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6		3	(9 points total); OIF (-½) 0 Soul Gem: Power Defense
	PRE	10	13-	PRE Attack: 4d6		3	(5 points); OIF (-½)
10	COM	0	11-			10	Spellsight: Detect Magic 13-
10	PD	6		Total: 20 PD (10 rPD)	10	(Sight Group), Discriminatory 0
10	ED	6		Total: 20 ED (10 rED		5	Darksight: Nightvision 0
4	SPD	12		Phases: 3, 6, 9, 12		-	
8	REC	0					Perks
	END	0				8	Fringe Benefit: Membership (Morbane of
35	STUN	6	Total	Characteristics Cost: 1	114		DEMON)
Mov	ement:	Run	ning:	6"/12"		0	Skills
Cost	Powers	8		FI	ND	9	+3 with Hellfire Magic Multipower
37			ic: Mu	lltipower, 75-point reser		3	Analyze Magic 13-
57				-¼), Incantations (-¼),	, ,	3	Concealment 13-
				Roll (-½)		3	Conversation 13-
4u				RKA 4d6, Reduced		2	Cryptography 13-; Translation Only (-½)
		-		D; +½); Gestures (-½),		3	High Society 13-
	Incanta	ations	(-1/4),	Requires A Magic		3	Interrogation 13-
	Roll (-	1/2)			3	3	CK: City Of Operation 13-
3u				RKA 2d6+1, Variable		3	KS: Arcane And Occult Lore 13-
				vantages; +1); Gestures		5	KS: Greater Mysteries Of DEMON 15-
			ations	(-¼), Requires A Magic		3 2	Language: Latin (completely fluent)
	Roll (-				7	2	Language: another ancient language of GM's choice (fluent conversation)
3u				: RKA 2d6+1, Area		3	Oratory 13-
				; +1); Gestures (-¼),		13	Power: Magic 18-
				Requires A Magic	7	5	Soul Gem: +4 to Power: Magic Roll;
3u	Roll (-1			ight 20", Reduced	/		OIF (-½)
Ju				0 ; $+\frac{1}{2}$); Gestures $(-\frac{1}{4})$,		3	Stealth 13-
				Requires A Magic		5	Tactics 14-
	Roll (-		(/=/)	requires it magic	0	5	Teamwork 14-
3u			Telepo	ortation 15", x16 Nonco		2	WF: Common Melee Weapons
				lass; Gestures (-1/4),		2	Weaponsmith (Muscle-Powered HTH) 13-
				Requires A Magic		30	30 points' worth of Skills of the GM's choice
	Roll (-	1/2)			6		(including those he developed as a Brother)
24				Multipower, 49-point		T-4.	I Decree 0 Chille Cost 201
				estures (-¼), Incantation	ıs		l Powers & Skills Cost: 261
		-		Iagic Roll (-½)		101a	l Cost: 375
2u				HKA 1d6, Damage			
				e in HTH Combat; +3/4),	,		
				educed Endurance (0			
				s (-¼), Incanta-			
				s A Magic Roll (-½),	0		
211	No STI				0		
2u				Force Wall (5 PD/5 ED; Opaque; Gestures (-¼),			
	_			Copaque; Gestures (-¾), Requires A Magic			
	Roll (-1		(/4 J, I	equites 11 iviagit	4		
2u			By The	Winds: Flight 12",	7		
2 u				ck (+1); Gestures (-1/4),			
				Requires A Magic			
	Roll (-		(/*/)	4	5		
		-/			-		

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- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

		- 11.0		BANE		15	Enchanted Mace: HKA 1d6 (1½d6 with STR), +2 STUN Multiplier (+½);
		lellfir	e Multi	ipower, Half-Born mir	ıor		OAF (-1) plus Drain CON 1d6, Delayed
spec							
	Char	Cost	Roll	Notes			Return Rate (points return at the rate
	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; +¼); OAF (-1),
18	DEX	24	13-	OCV: 6/DCV: 6		10	Linked (-½), 8 Charges (-½) 2+[8]
18	CON	16	13-			12	Enchanted Robes: Armor (6 PD/6 ED);
10	BODY	0	11-			_	OIF (-½)
18	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
18	EGO	16	13-	ECV: 6			(9 points total); OIF (-½)
24	PRE	14	14-	PRE Attack: 5d6		3	Soul Gem: Power Defense
4	COM	-3	10-				(5 points); OIF (-½) 0
10	DD			T-4.1 20 DD (10 -DE	• •	10	Spellsight: Detect Magic 13-
	PD	6		Total: 20 PD (10 rPD			(Sight Group), Discriminatory 0
	ED	6		Total: 20 ED (10 rEI))	5	Darksight: Nightvision 0
4	SPD	12		Phases: 3, 6, 9, 12			Perks
8	REC	0				8	Fringe Benefit: Membership (Morbane of
	END	0	PC 4 1			O	DEMON)
35	STUN	6	Total	Characteristics Cost:	115		DEMON)
Mov	ement:	Rur	nning:	6"/12"			Skills
			0			9	+3 with Hellfire Magic Multipower
	Power				ND	2	Analyza Magic 12
37				ltipower, 75-point rese	rve;	3	Analyze Magic 13- Concealment 13-
				$-\frac{1}{4}$), Incantations (- $\frac{1}{4}$),		3	
				Roll (-½)		3	Conversation 13-
4u				RKA 4d6, Reduced		2	Cryptography 13-; Translation Only (-½)
				$O; +\frac{1}{4}); Gestures (-\frac{1}{4}),$		3	High Society 13-
	Incant	ations	s (-¼),	Requires A Magic		3	Interrogation 13-
	Roll (-				3	3	CK: City Of Operation 13-
3u	2) He	llfire E	Blast II:	RKA 2d6+1, Variable		3	KS: Arcane And Occult Lore 13-
	Advan	itage (+1/2 Ad	vantages; +1); Gestures	3	5	KS: Greater Mysteries Of DEMON 15-
	(-1/4), I	ncant	ations	(-¼), Requires A Magic	:	3	Language: Latin (completely fluent)
	Roll (-				7	2	Language: another ancient language of GM's
3u	3) He	llfire E	Blast III	: RKA 2d6+1, Area		2	choice (fluent conversation)
	Of Eff	ect (8'	"Cone	; +1); Gestures (-1/4),		3	Oratory 13-
	Incant	ations	s (-1/4),	Requires A Magic		13	Power: Magic 18-
	Roll (-	½), N	o Rang	ge (-½)	7	5	Soul Gem: +4 to Power: Magic Roll;
3u	4) Fie	ry Wi	ngs: Fl	ight 20", Reduced		2	OIF (-½)
	Endur	ance ((0 END); +½); Gestures (-¼),		3	Stealth 13-
	Incant	ations	s (-¼),	Requires A Magic		5	Tactics 14-
	Roll (-1/2)			0	5	Teamwork 14-
3u	5) He	llgate:	Telepo	ortation 15", x16 Nonco	m-	2	WF: Common Melee Weapons
	bat, x8	Incre	eased N	ſass; Gestures (-¼),		2	Weaponsmith (Muscle-Powered HTH) 13-
	Incant	ations	s (-¼),	Requires A Magic		30	30 points' worth of Skills of the GM's choice
	Roll (-	1/2)			6		(including those he developed as a Brother)
19	Tentac	les: E	xtra Li	mbs, Inherent (+1/4); Li	m-	_	
	ited M	lanipu	lation	(-¼) plus Stretching 1"	,		al Powers & Skills Cost: 261
				ce (0 END; +½); Linked		Tota	al Cost: 375
				oat Stretching (-1/4) plus			
			nked (-		1		
10				nergy Of The Qliphothic	::		
	Drain	_			1		

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

		MOF	RBANE		15	Enchanted Mace: HKA 1d6 (1½d6
Mast	ter Of Hellf	ire Mult	ipower, Necromancer			with STR), +2 STUN Multiplier (+½);
	or specialty					OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate
	Char Cos		Notes			of 5 per Minute; +½); OAF (-1),
	STR 10 DEX 24		Lift 400 kg; 4d6 [2] OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]
	CON 16		001. 0/201. 0		12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY 0	11-			_	OIF (-½)
	INT 8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
ı	EGO 16		ECV: 6		3	(9 points total); OIF (-½) 0 Soul Gem: Power Defense
	PRE 10 COM 0		PRE Attack: 4d6		3	(5 points); OIF (-½)
		11-			10	Spellsight: Detect Magic 13-
	PD 6		Total: 20 PD (10 rPD)			(Sight Group), Discriminatory 0
	ED 6		Total: 20 ED (10 rED))	5	Darksight: Nightvision 0
	SPD 12 REC 0		Phases: 3, 6, 9, 12			Perks
1	END 0				8	Fringe Benefit: Membership (Morbane of
	STUN 6	Tota	Characteristics Cost: 1	114		DEMON)
Mov	ement: R	unning:	6"/12"			Skills
		ummig.		up.	9	+3 with Hellfire Magic Multipower
1	Powers	agia. Mu	EN Stringer 75 maint recommend		3	Analyze Magic 13-
37			ıltipower, 75-point reser -¼), Incantations (-¼),	ve;	3	Concealment 13-
	Requires A				3	Conversation 13-
4u			RKA 4d6, Reduced		2	Cryptography 13-; Translation Only (-½)
			D; +¼); Gestures (-¼),		3	High Society 13-
		ns (-¼),	Requires A Magic	_	3	Interrogation 13- CK: City Of Operation 13-
2	Roll (-½)	D1 4 II.	DVA 246 1 Variable	3	3	KS: Arcane And Occult Lore 13-
3u			RKA 2d6+1, Variable lvantages; +1); Gestures		5	KS: Greater Mysteries Of DEMON 15-
			(-¼), Requires A Magic		3	Language: Latin (completely fluent)
	Roll (-½)		(, , , , , , , , , , , , , , , , , , ,	7	2	Language: another ancient language of GM's
3u			I: RKA 2d6+1, Area		2	choice (fluent conversation)
			; +1); Gestures (-¼),		3 13	Oratory 13- Power: Magic 18-
			Requires A Magic	7	5	Soul Gem: +4 to Power: Magic Roll;
3u	Roll (-½), 4) Fierv V		ight 20", Reduced	/		OIF (-½)
"			$0; +\frac{1}{2};$ Gestures $(-\frac{1}{4}),$		3	Stealth 13-
			Requires A Magic		5	Tactics 14-
	Roll (-½)			0	5	Teamwork 14-
3u			ortation 15", x16 Nonco	m-	2 2	WF: Common Melee Weapons Weaponsmith (Muscle-Powered HTH) 13-
			Mass; Gestures (-¼), Requires A Magic		30	30 points' worth of Skills of the GM's choice
	Roll (-½)	110 (/4 /),	raquires 11 iviagic	6		(including those he developed as a Brother)
27		cy: Mult	tipower, 54-point reserve			
			-¼), Incantations (-¼),			l Powers & Skills Cost: 261
	Requires A				Tota	l Cost: 375
2u			Undead: Mind Control			
			(4), Incantations (-¼), Roll (-½), Only Versus			
	Undead (-		11011 (72), 0111 / 101040	5		
2u	2) Raise S	keleton:	Summon 179-point			
	Skeleton, l	Loyal (+	½); Gestures (-⅓),			
			Requires A Magic			
			we Bones Or Body	5		
2u	Present (-3) Raise 7		Summon 178-point	J		
-"			(2) ; Gestures $(-\frac{1}{4})$,			
	Incantatio	ns (-¼),	Requires A Magic			
	Roll (-½),	Must Ha	ive Body Present (-1)	5		
1						

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4				MOR	BANE	2u	4) A Quick Trip: Teleportation 12", x8
	Mast	ter Of F	Iellfire				
Val Char Cost Roll Notes 10 20 STR 0 13 13 13 14 400 kg; 4d6 [2] 18 EX 24 13 0 CV: 6/DCV: 6 18 CON 16 13 18 EGO 16 13 ECV: 6 18 EGO 16 13 ECV: 6 18 EGO 16 13 ECV: 6 10 COM 0 11 10 ED 6 Total: 20 PD (10 PD) 10 ED 6 Enchanted Moes: Margic Multipower, 75-point reserve; all slots Gestures (-¼), Gestures (-¼), Equires A Magic Roll (-½) Total: 20 PD (10 PD) 10 ED 6 Enchanted Robes: Armor (6 PD/6 ED); OE 10 Enchan				, ividiti	power, other worker		tions (-1/4), Requires A Magic Roll (-1/2) 4
20 STR 10 13 Lift 400 kg. 4dc [2] 18 DEX 24 13 OCV: 6/DCV: 6 18 CON 16 13- 10 BODY 0 11- 18 INT 8 13- 18 EGO 16 13 ECV: 6 10 COM 0 11- 10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 PD (10 rPD) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 35 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 35 END 0 37 Hellfire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Nequires A Magic Roll (-½) Requires A Magic Roll (-½) 4u 1) Hellfire Blass I: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) Roll (-½), No Range (-½) Roll (-½), No Range (-½) Roll (-½) No Shelfige Blass I: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Roll (-½) 30 31 Jellfire Blass II: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Roll (-½), No Range (-½) Roll (-½) 30 31 Jellfire Blass II: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) Roll (-½) Roll (-½) 30 31 Jellfire Blass II: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Roll			•	Roll	Notes	1u	5) Summon Other-Worldly Denizen I:
18 DEX 24 13 OCV: 6/DCV: 6 18 CON 16 13- 13 OCV: 6/DCV: 6 18 DODY 0 11- 18 INT 8 13- PER Roll 13- 18 EGO 16 13- PEC X-16 13- PEC X-16 13- PEC X-16 13- PEC X-16 14-							Summon 200-point other-worldly denizen
18 CON 16 13- 13- 10 BODY 0 11- 18 INT 8 13- PER Roll 13- 19 EXTA Time (1 Turn; 1-18) 10 ED 6 13- ECV; 6 10 COM 0 11- 11- 10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 35 END 0 35 STUN 6 Total Characteristics Cost: 114 15 STUN 6 Total Characteristics Cost: 114 15 Movement: Running: 6"/12" END 14 Phases: 3, 6, 9, 12 15 STUN 6 Total Characteristics Cost: 114 15 STUN 6 Total Cost: 25 STUN 6 Total Cost: 375 15 STUN 6					0		(choose one type); Gestures (-¼), Incanta-
BODY 0 11- 18 NT 8 13- PER Roll 13- 13- 15 14 15 15 15 15 15 15			16				
18 EGO 16 13 ECV: 6 20 PRE 10 13 PRE Attack: 4d6 10 COM 0 11- 10 PD 6 Total: 20 PD (10 rPD) 11			0				
20 PRE 10 13- PRE Attack: 4d6 10 COM 0 11- 10 PD 6 Total: 20 PD (10 rPD) 11 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END 37 Hellfire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 40 1) Hellfire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 2) Hellfire Blast II: RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 3) Hellfire Blast III: RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 3) Hellgire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 33 (Bl (-½)) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 34 (-½) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 35 (Bl (-½)) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 36 (Bl (-½)) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 36 (Bl (-½)) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 36 (Bl (-½)) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 37 (Bl (-½)) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 38 (Bl (-½)) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 39 (Bl (-½)) Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 (Bl (-½)) Requires A Magic Roll (-½) 31 (Bl (-½)) Requires A Magic Roll (-½) 32 (Bl (-½)) Requires A Magic Roll (-½) 33 (Bl (-½)) Requires A Magic Roll (-½) 34 (Bl (-½)) Requires A Magic Roll (-½) 35 (Bl (-½)) Requires A Magic Roll (-½) 36 (Bl (-½)) Requires A Magic Roll (-½) 37 (Bl (-½)) Requires A Magic Roll (-½) 38 (Bl (-½)) Requires A Magic Roll (-½) 39 (Bl (-½)) Requires A Magic Roll (-½) 30 (B				13-	PER Roll 13-	1u	
nantations (-¼), Requires A Magic Roll (-½) Strame (1 Turn: -1¼) 4 10 ED 6 Total: 20 ED (10 rPD) 15 10 ED 6 Total: 20 ED (10 rPD) 15 11 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" END 14 Hellfire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Status (-¼), Requires A Magic Roll (-½) Status (-¼), Incantations (-¼), Requires A Magic Roll (-½) Status (-¼), Incantations (-¼), Requires A Magic Roll (-½) Status (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) 7 3u 3) Hellfire Blast II: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) 7 3u 3) Hellfire Illast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) 7 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) 7 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Requires A Magic Roll (-½), No Range (-½) 7 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 4) Fiery Wings: Flight 20" Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 10 (-½) 7 3u 2) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 2) Hellfire Magic III:	18	EGO	16	13-	ECV: 6		
10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 10 ED 6 Total: 20 ED (10 rED) 12 Phases: 3, 6, 9, 12 12 R REC 0 13 END 0 13 END 0 14 SPD 12 Phases: 3, 6, 9, 12 15 Enchanted Mace: HKA 1d6 (1½d6 with STR), +2 STUN Multiplier (+½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed with STR), +2 STUN Multiplower (-½) point sotal); OIF (-½) OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1) plus	20	PRE	10	13-	PRE Attack: 4d6		71
10 PD 6 Total: 20 PD (10 rPD) 4 SPD 12 Phases: 3,6,9,12	10	COM	0	11-			
10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 37 FIVN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers 28 REC 0 Rouliffire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 10 1 Hellfire Blast II: RKA 2d6 (Reduced Endurance (½ END; +½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 2 1 1 Peek Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional Movement (am) location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 2 20 Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 21 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 22 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 23 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 24 3) A Quick Getaway: Extra-Dimensional Movement	10	DD	_		T. (.1. 20 DD (10DD)		
4 SPD 12 Phases: 3,6,9,12 REC 0 36 END 0 37 FIGURE 1 Total Characteristics Cost: 114 Movement: Running: 6"/12" END 13 Hellfire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 10 Hellfire Blast II: RKA 2d6, Reduced Endurance (½ END; +¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2 Hellfire Blast II: RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 4) Fiery Wings: Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 10 Soul Gem: Power Defense (5 points); OIF (-½) 0 Darksight: Detect Magic 13-(Sight Group), Discriminatory 0 DEMON) Skills 9 +3 with Hellfire Magic Multipower OF DEMON 15-(Sight Group), Discriminatory 0 DEMON 15-(Sight Group), Discr						15	The state of the s
8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers Running: 6"/12" END 17 Hellfire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-½), Requires A Magic Roll (-½) 10 Hellfire Blast II: RKA 4d6, Reduced Endurance (½ END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 10 Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0 Darksight: Nightvision 0 Darksight: Nightv							
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STUN 6 Total Characteristics Cost: 114							
Cost Powers END				Total	Characteristics Cost. 114		
OIF (-½) 3	33	01011				12	•
Soul Gem: Mental Defense General Hellfire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Spellsight: Detect Magic 13 Soul Gem: Power Defense (5 points); OIF (-½) 0	Mov	ement:	Run	ning:	6"/12"	12	
Hellfire Magic: Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 10 Hellfire Blast I: RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 30 30 Hellfire Blast II: RKA 2d6+1, Variable Advantage (+¼ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) 7 30 4) Fiery Wings: Flight 20°, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 30 4) Fiery Wings: Flight 20°, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 30 4) Fiery Wings: Flight 20°, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 30 30 40 40 40 40 40 40	Cost	Power	rs		FND	3	
all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4u 1) Hellfire Blast I: RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 2) Hellfire Blast II: RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) Incantations (-¼), Requires A Magic Roll (-½) 3u 4) Fiery Wings: Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 5) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 0 Other-World Magic: Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 1) Peek Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 2) Other-Worldy Movement: Extra- Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Corptography 13-; Translation Only (-½) Corptography 13-; Translation Only (-½) Skills Analyze Magic Multipower Corpetal Membership (Morbane of DEMON) Corpetal Membership (Morbane of DEMON) Corpetal Membership (Multipower) Corpetal Membership (Morbane of DEMON) Corpetal				ic: Mu		3	
Requires A Magic Roll (-½) (5 points); OIF (-½) 0 1) Hellfire Blast I: RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3 3u 2) Hellfire Blast II: RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 3u 3) Hellfire Blast III: RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½) 7 3u 4) Fiery Wings: Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 5) Hellgate: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 1) Pek Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 2) Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 3) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 3) A Quick Getaway: Extra-Dimensional Movement	0,					3	
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- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (1½d6
Mast	ter Of I	Hellifr	e Multi	ipower, Summoner		with STR), +2 STUN Multiplier (+½);	
	or speci			1			OAF (-1) plus Drain CON 1d6, Delayed
	Char	Cost	Roll	Notes			Return Rate (points return at the rate
20	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; +½); OAF (-1),
18	DEX	24	13-	OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]
18	CON	16	13-			12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY	0	11-			2	OIF (-½)
18	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6		2	(9 points total); OIF (-½) 0
	PRE	10	13-	PRE Attack: 4d6		3	Soul Gem: Power Defense
10	COM	0	11-			10	(5 points); OIF (-½) 0
10	PD	6		Total: 20 PD (10 rPD))	10	Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0
	ED	6		Total: 20 ED (10 rED		5	Darksight: Nightvision 0
	SPD	12		Phases: 3, 6, 9, 12	,	3	Durksigni. Nightvision
8	REC	0		,.,.,			Perks
36	END	0				8	Fringe Benefit: Membership (Morbane of
35	STUN	6	Total	Characteristics Cost:	114		DEMON)
Mov	ement:	Rur	ning:	6"/12"			Skills
						9	+3 with Hellfire Magic Multipower
	Powe		. 11		ND	3	Analyze Magic 13-
37				ltipower, 75-point reser	rve;	3	Concealment 13-
				1/4), Incantations (-1/4),		3	Conversation 13-
4				Roll (-½)		2	Cryptography 13-; Translation Only (-½)
4u				RKA 4d6, Reduced D; +¼); Gestures (-¼),		3	High Society 13-
				Requires A Magic		3	Interrogation 13-
	Roll (-		(-/4),	requires 11 iviagic	3	3	CK: City Of Operation 13-
3u			last II.	RKA 2d6+1, Variable	5	3	KS: Arcane And Occult Lore 13-
				vantages; +1); Gestures	:	5	KS: Greater Mysteries Of DEMON 15-
				(-¼), Requires A Magic		3	Language: Latin (completely fluent)
	Roll (-			(, -, , 1	7	2	Language: another ancient language of GM's
3u			last III	: RKA 2d6+1, Area			choice (fluent conversation)
				+1); Gestures (-1/4),		3	Oratory 13-
				Requires A Magic		13	Power: Magic 18-
	Roll (-	-½), N	o Rang	se (-½)	7	5	Soul Gem: +4 to Power: Magic Roll;
3u	4) Fie	ry Wii	ngs: Fli	ight 20", Reduced			OIF (-½)
	Endu	rance (0 END	$(-\frac{1}{4})$; Gestures $(-\frac{1}{4})$,		3	Stealth 13-
			s (-1/ ₄),	Requires A Magic		5	Tactics 14-
	Roll (0	5	Teamwork 14-
3u				ortation 15", x16 Nonco	m-	2 2	WF: Common Melee Weapons Weaponsmith (Muscle-Powered HTH) 13-
				lass; Gestures (-¼),		30	30 points' worth of Skills of the GM's choice
			s (-¼),	Requires A Magic	_	50	(including those he developed as a Brother)
20	Roll (-		D.	1: 0	6		(merading those he developed as a brother)
30				nling: Summon 250-		Tota	ıl Powers & Skills Cost: 261
				Slavisly Loyal (+1),			d Cost: 375
				(+1); Gestures (-½), Extra Time (1 Hour;			··
	-3)	iaiiOil8	(-/2),		15		
	-3)				13		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (11/2d6
Mas	ter Of H	lellfire	e Multi	power, Thaumaturge			with STR), $+2$ STUN Multiplier $(+\frac{1}{2})$;
	or speci						OAF (-1) plus Drain CON 1d6, Delayed
Val	Char	Cost	Roll	Notes			Return Rate (points return at the rate
20	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; +½); OAF (-1),
18	DEX	24	13-	OCV: 6/DCV: 6		10	Linked (-½), 8 Charges (-½) 2+[8]
18	CON	16	13-			12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY	0	11-			2	OIF (-½) 0
	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6		2	(9 points total); OIF (-½) 0 Soul Gem: Power Defense
	PRE	10	13-	PRE Attack: 4d6		3	(5 points); OIF (-½)
10	COM	0	11-			10	Spellsight: Detect Magic 13-
10	PD	6		Total: 20 PD (10 rPD))	10	(Sight Group), Discriminatory 0
	ED	6		Total: 20 ED (10 rED)		5	Darksight: Nightvision 0
4	SPD	12		Phases: 3, 6, 9, 12		5	
8	REC	0					Perks
36	END	0				8	Fringe Benefit: Membership (Morbane of
35	STUN	6	Total	Characteristics Cost: 1	14		DEMON)
Mov	ement:	Rur	ning:	6"/12"			Skills
						9	+3 with Hellfire Magic Multipower
	Power			EN		2	Analyza Magic 12
37				ltipower, 75-point reserv	ve;	3	Analyze Magic 13- Concealment 13-
				1/4), Incantations (-1/4),		3	Conversation 13-
				Roll (-½)		2	Cryptography 13-; Translation Only (-½)
4u				RKA 4d6, Reduced		3	High Society 13-
				$O; +\frac{1}{4}); Gestures (-\frac{1}{4}),$		3	Interrogation 13-
			(-1/4),	Requires A Magic	3	3	CK: City Of Operation 13-
2,,	Roll (-		lact II.		3	3	KS: Arcane And Occult Lore 13-
3u				RKA 2d6+1, Variable vantages; +1); Gestures		5	KS: Greater Mysteries Of DEMON 15-
				(-¼), Requires A Magic		3	Language: Latin (completely fluent)
	Roll (-		ations	(-74), requires 11 wagie	7	2	Language: another ancient language of GM's
3u			last III	: RKA 2d6+1, Area	,		choice (fluent conversation)
				+1); Gestures (-¼),		3	Oratory 13-
				Requires A Magic		13	Power: Magic 18-
			o Rang		7	5	Soul Gem: +4 to Power: Magic Roll;
3u				ight 20", Reduced			OIF (-½)
); +½); Gestures (-¼),		3	Stealth 13-
				Requires A Magic		5	Tactics 14-
	Roll (-1/2)			0	5	Teamwork 14-
3u	5) Hei	llgate:	Telepo	ortation 15", x16 Noncon	n-	2	WF: Common Melee Weapons
	bat, x8	Incre	ased M	lass; Gestures (-¼),		2	Weaponsmith (Muscle-Powered HTH) 13-
			(-1/4),	Requires A Magic		30	30 points' worth of Skills of the GM's choice
	Roll (-				63		(including those he developed as a Brother)
1				y: Variable Power		Tota	1 Dayyana & Strilla Coats 262
				control cost; Ges-			ll Powers & Skills Cost: 262 ll Cost: 376
			ncanta	tions (-¼), Only		1018	u Cust. 3/0
	Magic	(-¼).		Võ	ar		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
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- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

THE NECROMANCER

	THE	N	ECR	OMANCER	_	2u	1) Befuddlement: Mental Illusions 7d6, Reduced Endurance (½ END; +¼);	
							Gestures (-1/4), Incantations (-1/4),	
			MOF	RBANE			Requires A Magic Roll (-1/2)	1
Necr	omance	r Mu	ltipow	er, Black Magician		1u	2) Touch Of Terror: Drain PRE 2d6,	
	or specia		•				Reduced Endurance (0 END; +½);	
		Cost	Roll	Notes			Gestures (-¼), Incantations (-¼),	
20	STR	10	13-	Lift 400 kg; 4d6 [2]		2	Requires A Magic Roll (-½)	0
	DEX	24	13-	OCV: 6/DCV: 6		2u	3) Spell-Shattering: Dispel Magic 12d6,	
	CON	16	13-				any Magic power one at a time $(+\frac{1}{4})$;	
	BODY	0	11-				Gestures (-¼), Incantations (-¼), Requires	4
	INT	8	13-	PER Roll 13-		1u	A Magic Roll (-½) 4) Call Demonling: Summon 233-point	4
	EGO	16	13-	ECV: 6		Tu	Demonling (see HERO System Bestiary,	
	PRE	10	13-	PRE Attack: 4d6			page 51); Gestures (-¼), Incantations (-¼),	
10	COM	0	11-				Requires A Magic Roll (-½), Extra Time	
10	PD	6		Total: 20 PD (10 rPD)		(1 Turn; -1 ¹ / ₄)	5
10	ED	6		Total: 20 ED (10 rED		15	Enchanted Mace: HKA 1d6 (1½d6	
4	SPD	12		Phases: 3, 6, 9, 12			with STR), +2 STUN Multiplier (+½);	
8	REC	0					OAF (-1) plus Drain CON 1d6, Delayed	
36	END	0					Return Rate (points return at the rate	
35	STUN	6	Tota	Characteristics Cost: 1	114		of 5 per Minute; +¼); OAF (-1),	
Mov	ement:	Rur	ning	6"/12"			Linked (-½), 8 Charges (-½) 2+[8]
			mmg.			12	Enchanted Robes: Armor (6 PD/6 ED);	
	Powers				ND		OIF (-½)	0
36				ripower, 72-point reserv	e;	3	Soul Gem: Mental Defense	
				-¼), Incantations (-¼),		_	(9 points total); OIF (-½)	0
2	_		-	Roll (-½)		3	Soul Gem: Power Defense	^
3u				h: RKA 1d6+1, NND		1.0	(5 points); OIF (-½)	0
				pport [Longevity] or		10	Spellsight: Detect Magic 13-	Λ
				Does BODY $(+1)$; Gestions $(-\frac{1}{4})$, Requires A		5	(Sight Group), Discriminatory Darksight: Nightvision	0
	Magic			110113 (-74), Requires 11	6	3	Durksight. Nightvision	U
3u				ransfer STUN and	O		Perks	
				vo Characteristics at		8	Fringe Benefit: Membership (Morbane of	
				+½), grant two Char-			DEMON)	
	acterist	tics at	once	to caster (+½); Ges-			Skills	
				tions (-¼), Requires		9	+3 with Necromancy Multipower	
	A Mag				6	2	Analyza Magic 12	
3u				Гransfer END 2d6,		3	Analyze Magic 13- Concealment 13-	
				ce $(0 \text{ END}; +\frac{1}{2}),$		3	Conversation 13-	
				tures (-¼), Incanta-	0	2	Cryptography 13-; Translation Only (-½)	
			-	es A Magic Roll (-½)	0	3	High Society 13-	
2u	-			Undead: Mind		3	Interrogation 13-	
				tures (-¼), Incanta-		3	CK: City Of Operation 13-	
	Only V			es A Magic Roll (-½),	7	3	KS: Arcane And Occult Lore 13-	
2u				d: RKA 4½d6; Gestures	/	5	KS: Greater Mysteries Of DEMON 15-	
24		_		(-¼), Requires A Magic		3	Language: Latin (completely fluent)	
				rsus Undead (-1)	7	2	Language: another ancient language of GM	ľs
2u				Summon 179-point	,		choice (fluent conversation)	
				Loyal (+1); Ges-		3	Oratory 13-	
				tions (-¼), Requires A		13	Power: Magic 18-	
				lust Have Bones Or		5	Soul Gem: +4 to Power: Magic Roll;	
	Body F				7		OIF (-½)	
2u	7) Rai:	se Zoi	mbie: \	Summon 178-point		3	Stealth 13-	
	Zombi	e, Sla	vishly 1	Loyal (+1); Ges-		5	Tactics 14-	
				tions (-1/4), Requires		5	Teamwork 14-	
				, Must Have Body		2 2	WF: Common Melee Weapons Weaponsmith (Muscle-Powered HTH) 13-	
	Presen			3 6 10	7	30	30 points' worth of Skills of the GM's choice	
24				: Multipower, 48-point		50	(including those he developed as a Brother	
				estures (-¼), Incan-	0		(mendanig mose ne developed as a brother	,
	tations	(-1/4)	, Kequi	res A Magic Roll (-1/2)	0	Tota	l Powers & Skills Cost: 261	

Total Powers & Skills Cost: 261 **Total Cost: 375**

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
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- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	1) Flaring Light Bulbs: Sight Group Flash	
Necı	omanc	er Mu	ltipow	er, City Magic minor			4d6, Area Of Effect (2" Radius; +1); IIF	
spec			•				(light bulbs of opportunity; -¼), Ges-	
Val	Char	Cost	Roll	Notes			tures (-¼), Incantations (-¼), Requires A	4
20		10	13-	Lift 400 kg; 4d6 [2]		2u	Magic Roll (-½) 2) <i>Wall Of Pavement:</i> Force Wall (5 PD/5	4
	DEX	24	13-	OCV: 6/DCV: 6		Zu	ED; 3" long and 1" tall), Opaque; Gestures	
	CON BODY	16	13- 11-				(-¼), Incantations (-¼), Only In Paved	
	INT	8	13-	PER Roll 13-			Areas (-¼), Requires A Magic Roll (-½)	4
	EGO	16	13-	ECV: 6		1u	3) Pass Through Walls: Desolidification	
	PRE	10	13-	PRE Attack: 4d6			(affected by any attack); Gestures (-1/4),	
10	COM	0	11-	110111111111111111111111111111111111111			Incantations (-1/4), Requires A Magic	
10	DD	_		Tatal 20 DD (10 aDD			Roll (-½), Does Not Protect Against	
10 10	PD ED	6 6		Total: 20 PD (10 rPD Total: 20 ED (10 rED		2	Damage (-1)	4
4	SPD	12		Phases: 3, 6, 9, 12	')	2u	4) Travel Along Electric Lines: Teleporta-	
8	REC	0		1 114303. 3, 0, 2, 12			tion 20"; Gestures (-¼), Incantations (-¼),	•
36	END	0					Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)) 4
35	STUN	6	Total	Characteristics Cost:	114	2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid	
		D				24	END 4d6; Gestures (-¼), Incantations (-¼	
Mov	ement:	Kur	ınıng:	6"/12"			Requires A Magic Roll (-½)	0
Cost	Powe	rs		El	ND	1u	6) The City's Warning Whisper: Danger	
36				ipower, 72-point reserv	re;		Sense (INT Roll) (any danger, immediate	
				1/4), Incantations (-1/4),			vicinity); Gestures (-1/4), Incantations (-1/4)	,
				Roll (-½)			Requires A Magic Roll (-1/2)	0
3u				h: RKA 1d6+1, NND		15	Enchanted Mace: HKA 1d6 (1½d6	
				port [Longevity] or			with STR), +2 STUN Multiplier (+½);	
				Does BODY (+1); Ges-			OAF (-1) plus Drain CON 1d6, Delayed	
		(-¾), 11 c Roll (tions (-¼), Requires A	6		Return Rate (points return at the rate of 5 per Minute; +¼); OAF (-1),	
3u				ransfer STUN and	O		Linked (-½), 8 Charges (-½) 2+[[8]
Ju	-			o Characteristics at		12	Enchanted Robes: Armor (6 PD/6 ED);	[0]
				-½), grant two Char-		12	OIF (-½)	0
				o caster (+½); Ges-		3	Soul Gem: Mental Defense	
	tures	(-¼), I	ncanta	tions (-¼), Requires			(9 points total); OIF (-½)	0
		gic Rol			6	3	Soul Gem: Power Defense	
3u				Transfer END 2d6,			(5 points); OIF (-½)	0
				te (0 END; +½),		10	Spellsight: Detect Magic 13-	
				ures (-¼), Incanta-		_	(Sight Group), Discriminatory	0
2				s A Magic Roll (-½) Undead: Mind	0	5	Darksight: Nightvision	0
2u	-			ures (-¼), Incanta-			Perks	
				s A Magic Roll (-½),		8	Fringe Benefit: Membership (Morbane of	
			Undea		7		DEMON)	
2u				: RKA 4½d6; Gestures			Skills	
				(-¼), Requires A Magic		9	+3 with Necromancy Multipower	
				sus Undead (-1)	7		, -	
2u	6) <i>Ra</i>	ise Ske	leton:	Summon 179-point		3	Analyze Magic 13-	
				Loyal (+1); Ges-		3	Concealment 13-	
				tions (-¼), Requires A		3 2	Conversation 13-	
	_			lust Have Bones Or	_	3	Cryptography 13-; Translation Only (-½) High Society 13-	
2		Presen		150	7	3	Interrogation 13-	
2u				Summon 178-point		3	CK: City Of Operation 13-	
				Loyal (+1); Ges- tions (-¼), Requires		3	KS: Arcane And Occult Lore 13-	
				Must Have Body		5	KS: Greater Mysteries Of DEMON 15-	
		nt (-1)	u (/2),	17143t Have Dody	7	3	Language: Latin (completely fluent)	
20			Magic:	Multipower, 40-point	•	2	Language: another ancient language of GM	Л's
				estures (-¼), Incantation	ns		choice (fluent conversation)	
				Iagic Roll (-½)				
		-						

- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
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- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	1) One Step Out Of Phase: Desolidifica-
Neci	omanc	er Mul	ltipow	er, Diviner minor			tion (affected by temporal/dimensional
	ialty		_				attacks), Reduced Endurance (½ END;
	Char	Cost	Roll	Notes			+¼); Gestures (-¼), Incantations (-¼),
	STR	10	13-	Lift 400 kg; 4d6 [2]			Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½) 2
	DEX	24	13-	OCV: 6/DCV: 6		2u	2) He's Seen This Moment Before: Luck
	CON BODY	16	13- 11-				10d6; Only Once Per Battle (-0), Ges-
	INT	8	13-	PER Roll 13-			tures (-¼), Incantations (-¼), Requires A
	EGO	16	13-	ECV: 6			Magic Roll (-½)
	PRE	10	13-	PRE Attack: 4d6		1u	3) A View Of The Future: Clairsentience
	COM	0	11-				(Sight and Hearing Group), Precognition;
10	PD	6		Total: 20 PD (10 rPD)		Gestures (-½), Incantations (-½),
	ED	6		Total: 20 ED (10 rED			Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)
4	SPD	12		Phases: 3, 6, 9, 12	,	15	Enchanted Mace: HKA 1d6 (1½d6
8	REC	0				10	with STR), +2 STUN Multiplier (+½);
	END	0					OAF (-1) plus Drain CON 1d6, Delayed
35	STUN	6	Total	Characteristics Cost:	114		Return Rate (points return at the rate
Mov	ement:	Run	ning:	6"/12"			of 5 per Minute; +1/4); OAF (-1),
			U		un.	10	Linked (-½), 8 Charges (-½) 2+[8]
36	Powe		. Mult	اع ipower, 72-point reserv	ND	12	Enchanted Robes: Armor (6 PD/6 ED);
30				½), Incantations (-¼),	С,	3	OIF (-½) 0 Soul Gem: Mental Defense
				Roll (-½)		J	(9 points total); OIF (-½)
3u				h: RKA 1d6+1, NND		3	Soul Gem: Power Defense
				port [Longevity] or			(5 points); OIF (-½) 0
				Does BODY (+1); Ges-		10	Spellsight: Detect Magic 13-
				tions (-¼), Requires A		_	(Sight Group), Discriminatory 0
211		Roll (consfor STLIN and	6	5	Darksight: Nightvision 0
3u	-			ransfer STUN and To Characteristics at			Perks
				-½), grant two Char-		8	Fringe Benefit: Membership (Morbane of
				o caster (+½); Ges-			DEMON)
				tions (-¼), Requires			Skills
		gic Rol			6	9	+3 with Necromancy Multipower
3u				Fransfer END 2d6,		3	Analyze Magic 13-
				e (0 END; +½), ures (-¼), Incanta-		3	Concealment 13-
				s A Magic Roll (-½)	0	3	Conversation 13-
2u				Undead: Mind	O	2	Cryptography 13-; Translation Only (-1/2)
				ures (-¼), Incanta-		3	High Society 13-
	tions	(-¼), R	Require	s A Magic Roll (-½),		3	Interrogation 13-
	•		Undea		7	3	CK: City Of Operation 13-
2u				: RKA 4½d6; Gestures		3 5	KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15-
				(-¼), Requires A Magic	7	3	Language: Latin (completely fluent)
2u				sus Undead (-1) Summon 179-point	/	2	Language: another ancient language of GM's
2u				Loyal (+1); Ges-			choice (fluent conversation)
				tions (-¼), Requires A		3	Oratory 13-
				ust Have Bones Or		13	Power: Magic 18-
		Presen			7	5	Soul Gem: +4 to Power: Magic Roll;
2u				Summon 178-point		3	OIF (-½) Steelth 13
				Loyal (+1); Ges-		3 5	Stealth 13- Tactics 14-
				tions (-¼), Requires		5	Teamwork 14-
		gic Roi nt (-1)	ıı (-72 <i>)</i> ,	Must Have Body	7	2	WF: Common Melee Weapons
25			ation:	Multipower, 50-point	,	2	Weaponsmith (Muscle-Powered HTH) 13-
				stures (-¼), Incantation	ıs	30	30 points' worth of Skills of the GM's choice
				lagic Roll (-½)			(including those he developed as a Brother)
		-					l Powers & Skills Cost: 261

Total Powers & Skills Cost: 261 Total Cost: 375

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE	2u	1) Self Immolation: HKA 1d6, Damage
Neci	omance	er Mul	ltipow	er, Elementalist	_	Shield (does damage in HTH Combat; +3/4),
	or specia		•			Continuous (+1), Reduced Endurance (0
Val	Char	Cost	Roll	Notes		END; +½); Gestures (-¼), Incanta-
	STR	10	13-	Lift 400 kg; 4d6 [2]		tions (-¼), Requires A Magic Roll (-½),
	DEX	24	13-	OCV: 6/DCV: 6	2u	No STR Bonus (-½) 0 2) <i>Wall Of Stone</i> : Force Wall (5 PD/5 ED;
	CON	16	13-		Zu	4" long and 1" tall), Opaque; Gestures (-¼),
	BODY	0	11-	DED D-11 12		Incantations (-¼), Requires A Magic
	INT EGO	8 16	13- 13-	PER Roll 13- ECV: 6		Roll (-½) 4
	PRE	10	13-	PRE Attack: 4d6	2u	3) Carried By The Winds: Flight 12",
	COM	0	11-	FRE Attack: 400		Usable As An Attack (+1); Gestures (-1/4),
		U	11			Incantations (-1/4), Requires A Magic
	PD	6		Total: 20 PD (10 rPD)		Roll (-½) 5
l .	ED	6		Total: 20 ED (10 rED)	15	Enchanted Mace: HKA 1d6 (11/2d6
4	SPD	12		Phases: 3, 6, 9, 12		with STR), $+2$ STUN Multiplier $(+\frac{1}{2})$;
8	REC	0				OAF (-1) plus Drain CON 1d6, Delayed
	END STUN	0 6	Total	Chamatanistics Cost. 11	4	Return Rate (points return at the rate
33	31 UN	O	10141	Characteristics Cost: 11	4	of 5 per Minute; +½; OAF (-1),
Mov	ement:	Run	ning:	6"/12"	12	Linked (-½), 8 Charges (-½) 2+[8]
Cost	Power	·s		ENI		Enchanted Robes: Armor (6 PD/6 ED); OIF (-½) 0
36			: Mult	ipower, 72-point reserve;		Soul Gem: Mental Defense
				1/4), Incantations (-1/4),	5	(9 points total); OIF (-½)
				Roll (-½)	3	Soul Gem: Power Defense
3u	1) <i>The</i>	Deat	h Touci	h: RKA 1d6+1, NND		(5 points); OIF (-½)
	(defen	se is L	ife Sup	port [Longevity] or	10	Spellsight: Detect Magic 13-
				Does BODY (+1); Ges-		(Sight Group), Discriminatory 0
				tions (-¼), Requires A	5	Darksight: Nightvision 0
	Magic				5	Perks
3u	-			ransfer STUN and	8	Fringe Benefit: Membership (Morbane of
				vo Characteristics at -½), grant two Char-		DEMON)
				o caster (+½); Ges-		Skills
				tions (-¼), Requires	9	+3 with Necromancy Multipower
	A Mag			_	5	• -
3u	3) Life	Steal	er II:	Transfer END 2d6,	3	Analyze Magic 13-
				$e (0 END; +\frac{1}{2}),$	3	Concealment 13-
				ures (-¼), Incanta-	3	Conversation 13-
) 2 3	Cryptography 13-; Translation Only (-½) High Society 13-
2u				Undead: Mind	3	Interrogation 13-
				ures (-¼), Incanta-	3	CK: City Of Operation 13-
	Only V			s A Magic Roll (-½),	7 3	KS: Arcane And Occult Lore 13-
2u				: RKA 4½d6; Gestures	5	KS: Greater Mysteries Of DEMON 15-
Zu				(-¼), Requires A Magic	3	Language: Latin (completely fluent)
				-	7 2	Language: another ancient language of GM's
2u				Summon 179-point		choice (fluent conversation)
				Loyal (+1); Ges-	3	Oratory 13-
	tures (-¼), I1	ncantat	tions (-¼), Requires A	13	Power: Magic 18-
				lust Have Bones Or	5	Soul Gem: +4 to Power: Magic Roll;
	Body I				7	OIF (-½)
2u				Summon 178-point	3 5	Stealth 13- Tactics 14-
				Loyal (+1); Ges-	5	Teamwork 14-
				tions (-¼), Requires	2	WF: Common Melee Weapons
	A Mag Presen		u (-½),	Must Have Body	7 2	Weaponsmith (Muscle-Powered HTH) 13-
24			laoic N	Multipower, 49-point	30	30 points' worth of Skills of the GM's choice
-				estures (-¼), Incantations		(including those he developed as a Brother)
				lagic Roll (-½)		
	. ,,	1				al Powers & Skills Cost: 261
					Tota	al Cost: 375

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (11/2d6
Neci	omanc	er Mu	ltipow	er, Half-Born minor			with STR), +2 STUN Multiplier $(+\frac{1}{2})$;
spec	ialty		_				OAF (-1) plus Drain CON 1d6, Delayed
	Char	Cost	Roll	Notes			Return Rate (points return at the rate of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
	STR	10	13-	Lift 400 kg; 4d6 [2]			Linked (-½), 8 Charges (-½) 2+[8]
	DEX CON	24 16	13- 13-	OCV: 6/DCV: 6		12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY		11-				OIF (-½) 0
	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6			(9 points total); OIF (-½) 0
24	PRE	14	14-	PRE Attack: 5d6		3	Soul Gem: Power Defense
4	COM	-3	10-				(5 points); OIF (-½) 0
10	PD	6		Total: 20 PD (10 rPl	D)	10	Spellsight: Detect Magic 13-
10	ED	6		Total: 20 ED (10 rEl	D)		(Sight Group), Discriminatory 0
4	SPD	12		Phases: 3, 6, 9, 12		5	Darksight: Nightvision 0
8	REC END	0					Perks
	STUN		Total	Characteristics Cost:	115	8	Fringe Benefit: Membership (Morbane of
							DEMON)
MOV	ement:	Kui	nning:				Skills
	Powe		3.6.16		END	9	+3 with Necromancy Multipower
36				ipower, 72-point reser 1/4), Incantations (-1/4),		3	Analyze Magic 13-
				Roll (-½)		3	Concealment 13-
3u				h: RKA 1d6+1, NND		3	Conversation 13-
				pport [Longevity] or		2	Cryptography 13-; Translation Only (-½)
				Does BODY (+1); Ges	S-	3	High Society 13-
				tions (-¼), Requires A	_	3	Interrogation 13- CK: City Of Operation 13-
2		Roll (6	3	KS: Arcane And Occult Lore 13-
3u				ransfer STUN and vo Characteristics at		5	KS: Greater Mysteries Of DEMON 15-
				+½), grant two Char-		3	Language: Latin (completely fluent)
				to caster (+½); Ges-		2	Language: another ancient language of GM's
				tions (-1/4), Requires		2	choice (fluent conversation)
		gic Ro			6	3 13	Oratory 13- Power: Magic 18-
3u				Fransfer END 2d6,		5	Soul Gem: +4 to Power: Magic Roll;
				ce (0 END; +½), cures (-¼), Incanta-		J	OIF (-½)
				es A Magic Roll (-½)	0	3	Stealth 13-
2u			-	Undead: Mind	Ü	5	Tactics 14-
	Contr	ol 14d	6; Gest	tures (-¼), Incanta-		5	Teamwork 14-
				es A Magic Roll (-½),		2	WF: Common Melee Weapons Weaponsmith (Muscle Powered HTH) 12
2			Undea		7	2 30	Weaponsmith (Muscle-Powered HTH) 13-30 points' worth of Skills of the GM's choice
2u		_		!: RKA 4½d6; Gesture (-¼), Requires A Magi			(including those he developed as a Brother)
				rsus Undead (-1)	7		
2u				Summon 179-point			l Powers & Skills Cost: 261
				Loyal (+1); Ges-		Tota	l Cost: 375
				tions (-¼), Requires A			
				lust Have Bones Or	7		
2u		Preser		Summon 178-point	7		
Zu				Loyal (+1); Ges-			
				tions (-¼), Requires			
				Must Have Body			
		nt (-1)			7		
19				mbs, Inherent $(+\frac{1}{4})$; L			
				(-¼) plus Stretching 1 (ce (0 END; +½); Linke			
				oat Stretching (-¼) plu			
			nked (-		1		
10				nergy Of The Qliphothi			
	Drain	BOD	Y 1d6	-	1		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
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- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
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- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

				MOR	BANE		20	Other-World Magic: Multipower, 40-point
1				ltipowe	er, Other-Worlder			reserve; all slots Gestures (-¼), Incantations
STR							211	
S DEX							Zu	
No CON								
Incantations (-¼), Requires A Magic Roll (-½) Passet Starts (-½), Incantations (-¼), Requires A Magic Roll (-½) Passet Starts (-½), Requires A Magic Roll (-½) Passet Roll (-½) Passet Roll Roll (-½) Passet R					OCV: 0/DCV: 0			
18 INT 8 13 PER Roll 13 18 EGO 6 13 ECV: 6 20 PRE 10 13 PRE Attack: 4d6 10 COM 0 11 10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 5 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END 36 Necromany: Multipower, 72-point reserve; all slost Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 1) The Death Touch: RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 2) Ist Stealer I: Transfer STUN and BODY 2d6, take two Characteristics at once from target (+½), grant two Characteristics at once from target (+½), grant two Characteristics at once from target (+½), Requires A Magic Roll (-½) 2u 4) Command The Unidead: Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 7 2u 5) Destroy Unidead: RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 7 2u 6) Raise Selectors: Summon 179-point Skeleton, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 7 2u 7) Raise Zombie: Summon								Incantations (-1/4), Requires A Magic
18 EGO 16 13 - PCK : 6 20 PRE 10 13 - PRE Attack: 4d6 10 COM 0 11- 10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 14 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END Necromancy: Multipower, 72-point reserve: all stots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 1) The Death Touch: RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration: +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 2) Life Stealer I: Transfer STUN and BODY 2d6, take two Characteristics at once from target (+½), grant two Characteristics at once from target (+½), grant two Characteristics at once for caster (+½), Ecstures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Dayl (-½), Edstures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 20 4) Command The Undead: Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 21 5) Destroy Undead: RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 22 6) Russe Skeleton: Summon 178-point Skeleton, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1) 22 7) Russe Zombies Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 24 7) Russe Zombies Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 25 7) Russe Zombies Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 26 8) Russe Zombies Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 27 8) Russe Zombies Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼					PER Roll 13-			
a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 FND 0 31 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" END 32 Necromancy: Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 1) The Death Touch: RKA 1d6+1, NND (defense is Life Support [Longevitr] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), grant two Characteristics at once from target (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 2) Life Stealer I: Transfer STUN and BODY 2d6, take two Characteristics at once form target (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), grant two Characteristics at once form target (+½); Gestures (-¼), Requires A Magic Roll (-½), grant two Characteristics at once form target (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), grant two Characteristics at once form target (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), grant two Characteristics at once form target (-½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 20 1 3) Life Stealer II: Transfer END 2d6, Reduced Endurance (0 END; +½), Requires A Magic Roll (-½), Only Versus Undead (-1) 21 2 5) Destroy Undead: RKA 4½di6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 22 1 5) Destroy Undead: RKA 4½di6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 22 2 5) Destroy Undead: RKA 4½di6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 23 5) Restures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 24 6) Raise Skeleton: Summon 179-point Skeleton, Slavishly Loyal (-½), Requires A Magic Roll (-½), Only Versus Undead (-1) 25 Cyptography 13-; Translation Only (-½) 26 Perks 27			16				2u	
Cestures (%), Incantations (%), Requires A Magic Roll (%), Paguires A Magic Roll (%), Paguires A Magic Roll (%), Paguires A Magic Roll (%), Requires A Mag	20	PRE	10	13-	PRE Attack: 4d6			
10 PD 6 Total: 20 PD (10 PPD) 10 ED 6 Total: 20 PD (10 PPD) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 37 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6°/12" END Necromancy: Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 1) The Death Touch: RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 2) Life Stealer I: Transfer STUN and BODY 2d6, take two Characteristics at once from target (+½), grant two Characteristics at once to Caster (+½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 3) Life Stealer I: Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 4) Command The Undead: Mind Control 1dd6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Ohly Versus Undead (-1) 20 5) Estroy Undead: RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Ohly Versus Undead (-1) 20 6) Raise Skeleton: Summon 179-point Skeleton, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Booty Present (-1) 20 7) Raise Zombie: Summon 178-point Zombie, Stavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Booty Present (-1) 21 7) Raise Zombie: Summon 178-point Zombie, Stavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Booty Present (-1) 22 7) Raise Zombie: Summon 178-point Zombie, Stavishly Loyal (-1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 23 7) Raise Zombie: Summon 178-point Zombie, Stavishly Loyal (-1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 24 7) Raise Zombie	10	COM	0	11-				
10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 37 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" 18 Movement: Running: 6"/12" 19 Necromancy: Multipower, 72-point reserve; all slots Gestures (-\(\frac{1}{2}\), Incantations (-\(\frac{1}{2}\)), Requires A Magic Roll (-\(\frac{1}{2}\)) 30 1) The Death Touch: RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-\(\frac{1}{2}\)), Incantations (-\(\frac{1}{2}\)), Requires A Magic Roll (-\(\frac{1}{2}\)) 40 20 20 4) Life Stealer I: Transfer STUN and BODY 2d6, take two Characteristics at once for coaster (+\(\frac{1}{2}\)), Gestures (-\(\frac{1}{2}\)), Incantations (-\(\frac{1}{2}\)), Requires A Magic Roll (-\(\frac{1}{2}\)) 41 20 3) Life Stealer I: Transfer STUN and BODY 2d6, take two Characteristics at once for acater (+\(\frac{1}{2}\)), Gestures (-\(\frac{1}{2}\)), Incantations (-\(\frac{1}{2}\)), Requires A Magic Roll (-\(\frac{1}{2}\)), Ranged (+\(\frac{1}{2}\)), Gestures (-\(\frac{1}{2}\)), Incantations (-\(\frac{1}{2}\)), Requires A Magic Roll (-\(\frac{1}{2}\)), Ranged (+\(\frac{1}{2}\)), Gestures (-\(\frac{1}{2}\)), Incantations (-\(\frac{1}{2}\)), Requires A Magic Roll (-\(\frac{1}	10	PD	6		Total: 20 PD (10 rPD)		
4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 36 END 0 37 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6°/12° END 38 Necromancy: Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 1) The Death Touch: RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 2) Life Stealer I: Transfer STUN and BODY 2d6, take two Characteristics at once from target (+½), grant two Characteristics at once from target (+½), grant two Characteristics at once from target (+½), grant two Characteristics at once to caster (+½); Gestures (-¾), Incantations (-¾), Requires A Magic Roll (-½) 30 3) Life Stealer I: Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¾), Requires A Magic Roll (-½) 40 (Application (-¾), Requires A Magic Roll (-½) 51 (-½), Only Versus Undead (-1) 52 (-¾), Requires A Magic Roll (-½) 53 (Sulfe Stealer I: Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 51 (-½), Captures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 52 (-¾), Requires A Magic Roll (-½) 53 (-¾), Requires A Magic Roll (-½) 54 (-½), Extra Time (1 Turn; -1¼) 4 55 (-½), Extra Time (1 Turn; -1¼) 4 65 (-¼), Extra Time (1 Turn; -1¼) 4 65 (-¼), Extra Time (1 Turn; -1¼) 4 66 (-¼), Captures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 67 (-½), Extra Time (1 Turn; -1¼) 4 68 (-¼), Extra Time (1 Turn; -1¼) 4 69 (-¼), Extra Time (1 Turn; -1¼) 4 60 (-¼), Captures A Magic Roll (-½), Only Versus Undead (-1) 67 (-½), Extra Time (1 Turn; -1¼) 4 68 (-¼), Extra Time (1 Turn; -1¼) 4 69 (-¼), Extra Time (1 Turn; -1¼) 4 60 (-¼), Extra Time (1 Turn; -1¼) 4 60 (-¼), Captures A Magic Roll (-½), 0 (-½), Captures A Magic Roll							211	
8 REC 0 36 END 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" END 36 Necromancy: Multipower, 72-point reserve; all slots Gestures (-4), Incantations (-4), Requires A Magic Roll (-½) 31 1) The Death Touch: RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-4), Incantations (-4), Requires A Magic Roll (-½) 31 2) Life Stealer I: Transfer STUN and BODY 2d6, take two Characteristics at once from target (+½), grant two Characteristics at once to caster (+½), grant two Characteristics at once from target (+½						,	24	
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tures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Banged (+½); Gestures (-¼), Incantations (-½), Requires A Magic Roll (-½) Command The Undead: Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) Destroy Undead: RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) Body Present (-1) The property of the destroy of the destroy of the first tures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1) Body Present (-1) Body Present (-1) Cut The property of the destroy							15	
A Magic Roll (-½) 3								
3u 3) Life Stealer II: Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¾), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 4) Command The Undead: Mind Control 14d6; Gestures (-¾), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 7 2u 5) Destroy Undead: RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 7 2u 6) Raise Skeleton: Summon 179-point Skeleton, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (-1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 2u 7) Raise Zombie: Summon 17					10115 (74); Requires	6		
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Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 2u 5) Destroy Undead: RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1) 2 of (-½), Only Versus Undead (-1) 3 Soul Gem: Power Defense (5 points); OIF (-½) Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0 Darksight: Nightvision 0 Perks Fringe Benefit: Membership (Morbane of DEMON) Skills 7 7 Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1) A Magic Roll (-½), Must Have Body Present (-1) Present (-1) A Magic Roll (-½), Must Have Body Present (-1) A Magic Roll (-½), Must Have Body Present (-1) A Magic Roll (-½), Must Have Body Present (-1) A Magic Roll (-½), Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent)		tions (-¼), R	lequire	s A Magic Roll (-½)	0		
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Roll (-½), Only Versus Undead (-1) 7 5 Darksight: Nightvision 0 2u 6) Raise Skeleton: Summon 179-point Skeleton, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1) 7 Skills 2u 7) Raise Zombie: Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 3 Concealment 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent)	24						10	
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tures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1) 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7	2u						9	+3 with Necromancy Multipower
A Magic Roll (-½), Must Have Body Present (-1) 7 Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Janguage: Latin (completely fluent)							3	Analyze Magic 13-
Present (-1) 7 3 Conversation 13- 2 Cryptography 13-; Translation Only (-½) 3 High Society 13- 3 Interrogation 13- 3 CK: City Of Operation 13- 3 KS: Arcane And Occult Lore 13- 5 KS: Greater Mysteries Of DEMON 15- 3 Language: Latin (completely fluent)								Concealment 13-
2 Cryptography 13-; Translation Only (-½) 3 High Society 13- 3 Interrogation 13- 3 CK: City Of Operation 13- 3 KS: Arcane And Occult Lore 13- 5 KS: Greater Mysteries Of DEMON 15- 3 Language: Latin (completely fluent)				//		7		
3 Interrogation 13- 3 CK: City Of Operation 13- 3 KS: Arcane And Occult Lore 13- 5 KS: Greater Mysteries Of DEMON 15- 3 Language: Latin (completely fluent)			. /					
3 CK: City Of Operation 13- 3 KS: Arcane And Occult Lore 13- 5 KS: Greater Mysteries Of DEMON 15- 3 Language: Latin (completely fluent)								
 KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15- Language: Latin (completely fluent) 								
5 KS: Greater Mysteries Of DEMON 15- 3 Language: Latin (completely fluent)								
3 Language: Latin (completely fluent)								

- choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 *Soul Gem:* +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		15	Enchanted Mace: HKA 1d6 (11/2d6
			ltipow	er, Summoner			with STR), +2 STUN Multiplier (+½);
	or specia						OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate
		Cost	Roll	Notes			of 5 per Minute; +¼); OAF (-1),
	STR DEX	10 24	13- 13-	Lift 400 kg; 4d6 [2] OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]
	CON	16	13-	OCV. 0/DCV. 0		12	Enchanted Robes: Armor (6 PD/6 ED);
	BODY	0	11-				OIF (-½)
18	INT	8	13-	PER Roll 13-		3	Soul Gem: Mental Defense
	EGO	16	13-	ECV: 6		2	(9 points total); OIF (-½) 0
	PRE	10	13-	PRE Attack: 4d6		3	Soul Gem: Power Defense (5 points); OIF (-½) 0
10	COM	0	11-			10	Spellsight: Detect Magic 13-
	PD	6		Total: 20 PD (10 rPI			(Sight Group), Discriminatory 0
	ED	6		Total: 20 ED (10 rEI))	5	Darksight: Nightvision 0
4	SPD	12		Phases: 3, 6, 9, 12			Perks
8 36	REC END	0				8	Fringe Benefit: Membership (Morbane of
	STUN	6	Total	Characteristics Cost:	114		DEMON)
Mov	ement:	Rur	nning:	6"/12"			Skills
			0		ND	9	+3 with Necromancy Multipower
36	Necron		· Mult	ipower, 72-point reserv	ND 7e:	3	Analyze Magic 13-
30				¹ / ₄), Incantations (- ¹ / ₄),	τς,	3	Concealment 13-
				Roll (-½)		3	Conversation 13-
3u	1) The	e Deat	h Touci	h: RKA 1d6+1, NND		2	Cryptography 13-; Translation Only (-½)
				port [Longevity] or		3	High Society 13-
				Does BODY (+1); Ges	-	3	Interrogation 13- CK: City Of Operation 13-
				tions (-¼), Requires A	6	3	KS: Arcane And Occult Lore 13-
3u	Magic			ransfer STUN and	6	5	KS: Greater Mysteries Of DEMON 15-
Ju				o Characteristics at		3	Language: Latin (completely fluent)
				-½), grant two Char-		2	Language: another ancient language of GM's
				o caster (+½); Ges-			choice (fluent conversation)
				tions (-1/4), Requires		3	Oratory 13-
2	A Mag			T C END OLG	6	13 5	Power: Magic 18- Soul Gem: +4 to Power: Magic Roll;
3u				Transfer END 2d6, te (0 END; +½),		3	OIF (-½)
				ures (-¼), Incanta-		3	Stealth 13-
				s A Magic Roll (-½)	0	5	Tactics 14-
2u				Undead: Mind		5	Teamwork 14-
				ures (-¼), Incanta-		2	WF: Common Melee Weapons
				s A Magic Roll (-½),	_	2 30	Weaponsmith (Muscle-Powered HTH) 13-30 points' worth of Skills of the GM's choice
211			Undea		7	30	(including those he developed as a Brother)
2u				: RKA 4½d6; Gestures (-¼), Requires A Magio			(
				sus Undead (-1)	7	Tota	al Powers & Skills Cost: 261
2u				Summon 179-point		Tota	al Cost: 375
				Loyal (+1); Ges-			
				tions (-¼), Requires A			
	_			ust Have Bones Or	_		
2u	Body l			Summon 178-point	7		
Zu				Loyal (+1); Ges-			
				tions (-¼), Requires			
				Must Have Body			
	Presen	t (-1)		·	7		
30				aling: Summon 250-			
				Slavisly Loyal (+1),			
				(+1); Gestures (-½), Extra Time (1 Hour;			
	-3)	anons	, (- /2),]	LAGIA TIHIC (T HOUI;	15		
	٥,				10		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		31	Minor Thaumaturgy: Variable Power
Nec	romance	er Mul	ltipow	er, Thaumaturge			Pool, 24 base + 12 control cost; Ges-
	or specia		1	, 0			tures (-1/4), Incantations (-1/4), Only
	-	Cost	Roll	Notes			Magic (-1/4) var
	STR	10	13-	Lift 400 kg; 4d6 [2]		15	Enchanted Mace: HKA 1d6 (11/2d6
	DEX	24	13-	OCV: 6/DCV: 6			with STR), $+2$ STUN Multiplier $(+\frac{1}{2})$;
	CON	16	13-				OAF (-1) plus Drain CON 1d6, Delayed
	BODY		11-				Return Rate (points return at the rate
1	INT	8	13-	PER Roll 13-			of 5 per Minute; +1/4); OAF (-1),
	EGO	16	13-	ECV: 6			Linked (-½), 8 Charges (-½) 2+[8]
1	PRE	10	13-	PRE Attack: 4d6		12	Enchanted Robes: Armor (6 PD/6 ED);
	COM	0	11-	110011111111111111111111111111111111111			OIF (-½)
						3	Soul Gem: Mental Defense
	PD	6		Total: 20 PD (10 rPD			(9 points total); OIF (-½)
1	ED	6		Total: 20 ED (10 rED))	3	Soul Gem: Power Defense
4	SPD	12		Phases: 3, 6, 9, 12			(5 points); OIF (-½)
8	REC	0				10	Spellsight: Detect Magic 13-
	END	0					(Sight Group), Discriminatory 0
35	STUN	6	Total	Characteristics Cost:	114	5	Darksight: Nightvision 0
Mov	ement:	Rur	nino.	6"/12"			Perks
			iiiiig.	0 /12		0	
Cost	Power	_			ND	8	Fringe Benefit: Membership (Morbane of DEMON)
36				ipower, 72-point reserv	re;		DEMON)
	all slot	s Gest	tures (-	-¼), Incantations (-¼),			Skills
	Requi	res A l	Magic 1	Roll (-½)		9	+3 with Necromancy Multipower
3u	 The 	e Deat	h Touc	<i>h</i> : RKA 1d6+1, NND		2	• -
	(defen	se is L	ife Sup	pport [Longevity] or		3	Analyze Magic 13-
	Regen	eratio	n; +1),	Does BODY (+1); Ges-	-	3	Concealment 13-
				tions (-¼), Requires A		3	Conversation 13-
	Magic	Roll (-1/2)		6	2	Cryptography 13-; Translation Only (-½)
3u	2) Life	e Steal	er I: T	ransfer STUN and		3	High Society 13-
	BODY	2d6,	take tw	vo Characteristics at		3	Interrogation 13-
	once f	rom ta	arget (-	+½), grant two Char-		3	CK: City Of Operation 13-
	acteris	stics at	once t	to caster (+½); Ges-		3	KS: Arcane And Occult Lore 13-
	tures (-¼), I	ncanta	tions (-¼), Requires		5	KS: Greater Mysteries Of DEMON 15-
	A Mag				6	3	Language: Latin (completely fluent)
3u	3) Life	e Steal	er II: 🏻	Γransfer END 2d6,		2	Language: another ancient language of GM's
	Reduc	ed En	duranc	ce $(0 \text{ END}; +\frac{1}{2}),$		2	choice (fluent conversation)
				tures (-¼), Incanta-		3	Oratory 13-
	tions (-¼), R	Require	es A Magic Roll (-½)	0	13	Power: Magic 18-
2u	,			Undead: Mind		5	Soul Gem: +4 to Power: Magic Roll;
				tures (-¼), Incanta-		2	OIF (-½)
				es A Magic Roll (-½),		3	Stealth 13-
	Only \				7	5	Tactics 14-
2u				l: RKA 4½d6; Gestures		5	Teamwork 14-
				(-¼), Requires A Magic	:	2	WF: Common Melee Weapons
				rsus Undead (-1)	7	2	Weaponsmith (Muscle-Powered HTH) 13-
2u				Summon 179-point		30	30 points' worth of Skills of the GM's choice
				Loyal (+1); Ges-			(including those he developed as a Brother)
				tions (-¼), Requires A		Taka	1 Danuary & Chille Coats 262
				lust Have Bones Or			l Powers & Skills Cost: 262
	Body l				7	1ota	d Cost: 376
2u				Summon 178-point			
				Loyal (+1); Ges-			
				tions (-¼), Requires			
			ll (-½),	Must Have Body			
	Presen	nt (-1)			7		
l							

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

Summon 300-point other-worldly denizen

(choose one type); Gestures (-1/4), Incanta-

tions (-1/4), Requires A Magic Roll (-1/2),

Extra Time (1 Turn; -11/4)

	THE	OT	HEF	R-WORLDER		2u	8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼),	1
			MOF	RBANE			Incantations (-¼), Requires A Magic Roll	
Othe	er-World	ler M	lultipo	wer, Black Magician	_		(-½), Extra Time (1 Turn; -1¼)	6
	or specia		1	, 0		3u	9) Summon Slavishly Loyal Other-Worldly	
Val	Char (Cost	Roll	Notes			Denizen: Summon 150-point other-	
	STR	10	13-	Lift 400 kg; 4d6 [2]			worldly denizen (choose one type),	
	DEX	24	13-	OCV: 6/DCV: 6			Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic	
	CON	16	13-				Roll (-½)	6
	BODY	0	11-	DED D 11 12		24	Minor Black Magic: Multipower, 48-point	
	INT	8	13- 13-	PER Roll 13-			reserve; all slots Gestures (-¼), Incan-	
	EGO PRE	16 10	13-	ECV: 6 PRE Attack: 4d6			tations (-1/4), Requires A Magic Roll (-1/2)	0
	COM	0	11-	r KE Attack, 400		2u	1) Befuddlement: Mental Illusions 7d6,	
		U	11				Reduced Endurance (½ END; +¼);	
	PD	6		Total: 20 PD (10 rPD			Gestures $(-\frac{1}{4})$, Incantations $(-\frac{1}{4})$,	
	ED	6		Total: 20 ED (10 rED))		Requires A Magic Roll (-½)	1
4	SPD	12		Phases: 3, 6, 9, 12		1u	2) Touch Of Terror: Drain PRE 2d6,	
8 36	REC END	0					Reduced Endurance (0 END; +½);	
35	STUN	6	Tota	l Characteristics Cost:	114		Gestures (-¼), Incantations (-¼),	0
					111	2u	Requires A Magic Roll (-½) 3) <i>Spell-Shattering</i> : Dispel Magic 12d6,	U
Mov	ement:	Rui	nning:	6"/12"		24	any Magic power one at a time (+¼);	
Cost	Powers	S		E	ND		Gestures (-¼), Incantations (-¼), Requires	,
30	Other-1	World	d Magi	c: Multipower, 60-poin	t		A Magic Roll (-½)	4
				estures (-¼), Incantation		1u	4) Call Demonling: Summon 233-point	
	(-¼), R	equi	res A N	ſagic Roll (-½)			Demonling (see HERO System Bestiary,	
3u				er-Worldly Energy:			page 51); Gestures (-1/4), Incantations (-1/4),	,
				Gestures (-¼), Incanta			Requires A Magic Roll (-½), Extra Time	_
2				es A Magic Roll (-½)	6		(1 Turn; -1¼)	5
3u				bove: Energy Blast		15	Enchanted Mace: HKA 1d6 (1½d6	
				ys from above; +¼), ce (½ END; +¼);			with STR), +2 STUN Multiplier (+½);	
				antations (-¼), Requires	2		OAF (-1) plus Drain CON 1d6, Delayed Return Rate (points return at the rate	
	A Magi			antations (74), require	2		of 5 per Minute; $+\frac{1}{4}$); OAF (-1),	
3u				he Dimensions:	_		Linked (-½), 8 Charges (-½) 2+[81
				tht and Hearing		12	Enchanted Robes: Armor (6 PD/6 ED);	.~1
				nal (single other dimen	-		OIF (-½)	0
	sion, de	efine	d when	the power is bought),		3	Soul Gem: Mental Defense	
				ce (0 END; +½);			(9 points total); OIF (-½)	0
				antations (-¼), Requires		3	Soul Gem: Power Defense	
_	A Magi				0		(5 points); OIF (-½)	0
2u				Movement: Extra-		10	Spellsight: Detect Magic 13-	0
				ement (any location in		_	(Sight Group), Discriminatory	0
	-			1), x8 Increased Mass;		5	Darksight: Nightvision	0
				antations (-¼), Roll (-½)	4		Perks	
2u				ay: Extra-Dimensional		8	Fringe Benefit: Membership (Morbane of	
				cation in a single			DEMON)	
				er (variable; +½),			Skills	
				ce (0 END; +½);		9	+3 with Other-World Magic Multipower	
	Gestur	es (-	¼), Inc	antations (-1/4), Require	s A			
	Magic 1				0	3	Analyze Magic 13-	
3u				Teleportation 15", x16		3	Concealment 13- Conversation 13-	
				creased Mass; Ges-		2	Cryptography 13-; Translation Only (-½)	
				tions (-¼), Requires A	_	3	High Society 13-	
21-	Magic 1			Wouldle Davis I	6	3	Interrogation 13-	
2u	1) Sum	irrion	Oiner	-Worldly Denizen I:		2	CV. City Of Operation 12	

KS: Greater Mysteries Of DEMON 15-

Language: Latin (completely fluent)

CK: City Of Operation 13-

KS: Arcane And Occult Lore 13-

3

3

5

3

2

- choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 *Soul Gem:* +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

Other-Worlder Multipower, City Magic minor specialty Wal Char Gost Roll Wotes 20 STR 10 13 - Lift 400 kg.4de [2] 18 DDTX 2 13 - OCK 6/DCV: 6 18 CON 16 13 - ECV: 6 18 CON 16 13 - ECV: 6 20 PRE 10 13 - PRE Attack: 4de (10 COM 0 11 - 10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3,6,9,12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6°/12" END 0 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 130 1) A Blast Of Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 130 1) A Blast Of Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 130 1) A Blast Of Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 130 1) A Blast Of Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 14 SPD 12 Phases: 3,6,9,12 (-½) 15				MOR	BANE		3u	9) Summon Slavishly Loyal Other-Worldly
minor specialty Val Char Cost Roll 20 STR 10 13. Lift 400 kg, 4ds [2] 18 DEX 24 13. OCV. 6/DCV: 6 18 CON 16 13. 10 BODY 0 11. 118 INT 8 13. PER Roll 13. 12 BEGO 16 13. ECV: 6 10 COM 0 11. 10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 4 SPD 12 Phases: 3, 6, 9, 12 5 STRU 10 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (*4), Incantations (*4), Requires A Magic Roll (*4) 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (*4), Incantations (*4), Requires A Magic Roll (*4) 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (*4), Incantations (*4), Requires A Magic Roll (*4) 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (*4), Incantations (*4), Requires A Magic Roll (*4) 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (*4), Incantations (*4), Requires A Magic Roll (*4) 31 Office (*4) Special	Othe	er-World	ler Mı	ıltipov	wer, City Magic	_		
Val Chiar Cost Roll Notes					vol, ole, lange			
20 STR			•	Roll	Notes			Slavishly Loyal (+1); Gestures (-1/4),
18 DEX 24 13. OCV: 6/DCV: 6 18 CON 16 13. 10 BODY 0 11- 18 INT 8 13 PER Roll 13- 18 EGO 16 13. ECV: 6 20 PRE 10 13. PRE Attack: 4d6 10 COM 0 11- 10 PD 6 Total: 20 PD (10 PPD) 10 ED 6 Total: 20 PD (10 PPD) 10 ED 6 Total: 20 ED (10 PED) 4 SPD 12 Phases: 3, 6, 9, 12 8 RIC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6°12" Cost Powers END 0 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 1) A Blast Of Other-Worldly Energy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 3) Pees Hrough The Dimensions (-¼), Requires A Magic Roll (-½) Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 3) Pees Hrough The Dimensions (-¼), Requires A Magic Roll (-½) 2u 3) Quiké Getaway: Extra-Dimensional (single other dimension, defined when the power is bought), Reduced Endurance (12 END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A Quiké Getaway: Extra-Dimensional Movement (any location in a single dimension), Xis Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A Quiké Getaway: Extra-Dimensional Movement (any location in a single dimension), Xis Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A Quiké Getaway: Extra-Dimensional Movement (any location in a single dimension), Xis Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A Quiké Getaway: Extra-Dimensional Movement (any location in a single dimension), Xis Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A Quiké Getaway: Extra-Dimensional Movement (any location in a single dimension, Xis Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A Quiké Getaway: Extra-Dimensional Movement (any location in a single dimension, Xis Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A								
18 CON 16 13- 10 RODY 0 11- 18 INT 8 13- PER Roll 13- 118 EGO 16 13- ECV-6 20 PRR 10 13- PRE Attack: 4d6 10 COM 0 11- 10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Requires A Magic Roll (-½) 31 1) A Blast of Other-Worldy Energy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 1) A Blast of Other-Worldy Energy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 4) Other-Worldy Movement: Extra- Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Geduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 4) Other-Worldy Movement: Extra- Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 4) Other-Worldy Movement: Extra- Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 4) Other-Worldy Movement: Extra- Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 21 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Cestures (-¼), I								
18 NYT 8 13 - PER Roll 13- 18 EGO 16 13 - ECV 6 20 PRE 10 13 - PRE Attack 4d6 10 COM 0 11- 11 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 24 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" 20 20 20 20 20 20 20			16				20	
18 INT 8 13- PER Roll 13- 18 EGG 16 13- SECV- 6 20 PRE 10 13- PRE Attack: 4d6 10 COM 0 11- 10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 35 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 1) A Blast of Other-World Jenergy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 2) A Blast From Above: Energy Blast 8 8d6, Indirect (always from above; +¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 32 3) Poek Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought), Reduced Endurance (0 END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 4) Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 4) Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 4) Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 20 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1½) 21 8 Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1½) 22 8 Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantation (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1½) 21 8 Summon Other-Worldly Denizen II: Summon 300-point othe	10	BODY	0	11-				
20 PRE 10 13- PRE Attack: 4d6 10 COM 0 11- 11- 12- 12- 13- 14-			8		PER Roll 13-			
Total	18	EGO	16	13-	ECV: 6		2u	
10 PD 6 Total: 20 PD (10 rPD) 10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 37 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers 18 Other-World Magic: Multipower, 60-point reserver; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 1) A Blast Of Other-Worldly Energy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 1) A Blast Of Other-Worldly Energy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 2) A Blast From Above: Energy Blast 8d6, Indirect (always from above: +¼), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 3) Peck Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 4 Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 6) A Quick Getway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 6) A Quick Getway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Requires (-½), Incantations (-¼), Requires A Magic Roll (-½) 30 6) A Quick Trip: Teleportation 15", x16 30 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 (-½), Extra Time (1 Turn; -1¼) 32 (A) Transmon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose on type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 (A) Transmon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose on type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 (A) Transmon Other-Worldly Denizen I	20	PRE	10	13-	PRE Attack: 4d6			
10 PD 6 Total: 2 DP D(10 rPD)	10	COM	0	11-				
10 ED 6 Total: 20 ED (10 rED) 4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 37 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers 18 D3 Other-World Magic: Multipower, 60-point reserver; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 1) A Blast Of Other-Worldly Energy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 2) A Blast From Above: Energy Blast 2d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 3) Pack Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 4 Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 4 Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 6) A Quick Getway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 6) A Quick Getway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Requires (-½), Incantations (-¼), Requires A Magic Roll (-½) 30 6) A Quick Grievay: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Requires A Magic Roll (-½) 31 6) A Quick Grievay: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Incantations (-¼), Requires A Magic Roll (-½) 32 7) Summon Other-Worldy Denizen I: 33 Pack Cow (-¼), Requires A Magic Roll (-½) 34 (-½), Tartations (-¼), Requires A Magic Roll (-½) 35 (Splits) (-½) (Des Not Protect Against Damage (-1) (-½) (-½) (-½) (-½) (-½) (-½) (-½) (-½	1.0	DD			T. (.1. 20 DD (10DD)	`		
4 SPD 12 Phases: 3, 6, 9, 12 8 REC 0 36 END 0 36 END 0 37 STUN 6 Total Characteristics Cost: 114 Movement: Running: 6"/12" Cost Powers END 30 Other-World Magic: Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 1) A Blast Of Other-Worldly Energy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 30 2) A Blast From Above: Energy Blast 8d6, Indirect (always from above; +¼), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 31 3) Peck Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 40 10 A Quick Tip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 41 5) A Quick Getawy: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 50 A Quick Getawy: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 50 A Quick Getawy: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Requires A Magic Roll (-½) 50 A Quick Getawy: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Requires A Magic Roll (-½) 50 A Quick Getawy: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Requires A Magic Roll (-½) 60 A Quick Getawy: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Requires A Magic Roll (-½) 61 Encharted Mace: HKA 1d6 (1½d6 (-½), Extra Time (1 Turn; -1¼) 62 Rounding Mace Policy (-½), Extra Time (1 Turn; -1¼) 63 Rounding Mace Policy (-½), Extra Time (1 Turn; -1¼) 6	1							
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Incantations (-¼), Requires A Magic Roll (-½), Requires A Magic Roll (-½), Requires A Magic Roll (-½), Reduced Endurance (9 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2 3 3) Peek Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought), Reduced Endurance (9 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2 4) Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4) 2 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) A Quick Trip: Teleportation 15°, x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6) A Quick Trip: Teleportation 15°, x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6) A Quick Trip: Teleportation 15°, x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6) A Quick Trip: Teleportation 15°, x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6) A Quick Trip: Teleportation 15°, x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6) A Quick Trip: Teleportation 15°, x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6) 6 Popints total; (-½) 6 Popints total; (-½	35	SIUN	О	Total	Characteristics Cost: 1	14	lu	
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3u 1) A Blast Of Other-Worldly Energy: Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 3u 2) A Blast From Above: Energy Blast 8d6, Indirect (always from above; +¼), Reduced Endurance (½ END); +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2 3u 3) Peek Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 2u 4) Other-Worldly Movement: Extra- Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 3u 6) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 3u 6) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5 3u 6) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 3u 6) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3u 6) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END); +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3val Gem: Mental Defense (5 points); OIF (-½) 0 3val Gem: Hother World Magic Multipower Analyze Magic Roll (-½) 4 3vith Other						18	2u	
tween Conductors Or Through Wires (-½) 4 3u 2) A Blast From Above: Energy Blast 8d6, Indirect (always from above; +¼), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 3) Peek Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 4) Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 5) Draw Horn Hospirt Of The City: And Price Tity: And Pr	311							
tions (-¼), Requires A Magic Roll (-½) 6 3u 2) A Blast From Above: Energy Blast 8ds, Indirect (always from above; +¼), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2 3u 3) Peek Through The Dimensions: Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-½), Requires A Magic Roll (-½) 0 2u 4) Other-Worldly Movement: Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 2u 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4 3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Irun; -1¼) 6 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Irun; -1¼) 6 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 2u 7) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 3u 6) A Quick Trip: Teleportation 15", x16 3u 6) A Quick Trip: Teleportation 15", x16 3u 7) A Quick Trip: Teleportation 15", x16 3u 7) A Quick Trip: Telepor	Ju							
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Requires A Magic Roll (-½) 4 3 Soul Gem: Power Defense 2u 5) A Quick Getaway: Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); 5 Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 0 3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 6 9 +3 with Other-World Magic Multipower 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 2 Cryptography 13-; Translation Only (-½) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 3 Soul Gem: Power Defense (5 points); OIF (-½) OD Defense (5 poin							3	Soul Gem: Mental Defense
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Movement (any location in a single dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 2u 7) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 3		_		-		4	3	
dimension), Trigger (variable; +½), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (Sight Group), Discriminatory 0 Darksight: Nightvision Perks Fringe Benefit: Membership (Morbane of DEMON) Skills 4 Analyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13-	2u							
Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll Stills Fringe Benefit: Membership (Morbane of DEMON) Skills 4 a with Other-World Magic Multipower Concealment 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13-							10	
Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll Skills Fringe Benefit: Membership (Morbane of DEMON) Skills Analyze Magic 13- Concealment 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13-								
Magic Roll (-½) 3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll Analyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13-							5	Darksight: Nightvision 0
3u 6) A Quick Trip: Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 2v (Choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 8 Fringe Benefit: Membership (Morbane of DEMON) Skills 4 Analyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13-					antations (-¼), Requires			Perks
Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll DEMON) Skills Analyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13-					11 150 16	0	8	
tures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll Skills 4 with Other-World Magic Multipower Analyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13-	3u						-	-
Magic Roll (-½) 6 9 +3 with Other-World Magic Multipower 2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 6 2 Cryptography 13-; Translation Only (-½) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 4 with Other-World Magic Multipower 3 Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13-								
2u 7) Summon Other-Worldly Denizen I: Summon 300-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 3 Analyze Magic 13- Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13-					Tions (-74), Requires A	6	_	
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(choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 3 Concealment 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13-	^{∠u}						3	Analyze Magic 13-
tions (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll Section 13- Conversation 13- Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13-								
Extra Time (1 Turn; -1¼) 2u 8) Summon Other-Worldly Denizen II: Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll Extra Time (1 Turn; -1¼) 6 2 Cryptography 13-; Translation Only (-½) High Society 13- Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13-								
2u 8) Summon Other-Worldly Denizen II: 3 High Society 13- Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 3 KS: Arcane And Occult Lore 13- KS: Arcane And Occult Lore 13-						6		
Summon 300-point other-worldly denizen ((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll Summon 300-point other-worldly denizen 3 Interrogation 13- CK: City Of Operation 13- KS: Arcane And Occult Lore 13-	211					-		
((choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll 3 CK: City Of Operation 13- 3 KS: Arcane And Occult Lore 13-	-"						3	
Incantations (-¼), Requires A Magic Roll 3 KS: Arcane And Occult Lore 13-								
	I							
						6	5	KS: Greater Mysteries Of DEMON 15-

- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-
- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		3u	9) Summon Slavishly Loyal Other-Worldly	
Oth	w 1470wl	don M		wer, Diviner minor		Ju	Denizen: Summon 150-point other-	
speci		der M	uitipo	wer, Diviner minor			worldly denizen (choose one type),	
	Char	Cost	Roll	Notes			Slavishly Loyal (+1); Gestures (-1/4),	
	STR	10	13-	Lift 400 kg; 4d6 [2]			Incantations (-¼), Requires A Magic	
	DEX	24	13-	OCV: 6/DCV: 6			Roll (-½)	6
	CON	16	13-	OCV: 0/DCV: 0		25	Minor Divination: Multipower, 50-point	
	BODY		11-				reserve; all slots Gestures (-1/4), Incantation	s
	INT	8	13-	DED Doll 12			(-¼), Requires A Magic Roll (-½)	
				PER Roll 13-		2u	1) One Step Out Of Phase: Desolidifica-	
	EGO	16	13-	ECV: 6			tion (affected by temporal/dimensional	
	PRE	10	13-	PRE Attack: 4d6			attacks), Reduced Endurance (½ END;	
10	COM	0	11-				+½; Gestures (-¼), Incantations (-¼),	
10	PD	6		Total: 20 PD (10 rPD)		Requires A Magic Roll (-½), Cannot	
	ED	6		Total: 20 ED (10 rED			Pass Through Solid Objects (-½)	2
4	SPD	12		Phases: 3, 6, 9, 12	,	2u	2) He's Seen This Moment Before: Luck	_
8	REC	0		, , ,		24	10d6; Only Once Per Battle (-0), Ges-	
36	END	0					tures (-¼), Incantations (-¼), Requires A	
	STUN	6	Total	Characteristics Cost: 1	14		· · · · · · · · · · · · · · · · · · ·	0
						1u	3) A View Of The Future: Clairsentience	U
Mov	ement:	Run	ning:	6"/12"		Tu	(Sight and Hearing Group), Precognition;	
Cost	Powe	re		El	ın			
30			l Magic	: Multipower, 60-point			Gestures (-½), Incantations (-½),	
30				stures (-¼), Incantation			Requires A Magic Roll (-½), No	_
				lagic Roll (-½)	13	1.5		5
3u				r-Worldly Energy:		15	Enchanted Mace: HKA 1d6 (1½d6	
Ju							with STR), +2 STUN Multiplier (+½);	
				Gestures (-¼), Incanta-			OAF (-1) plus Drain CON 1d6, Delayed	
2				s A Magic Roll (-½)	6		Return Rate (points return at the rate	
3u				vove: Energy Blast			of 5 per Minute; +½; OAF (-1),	. 1
				ys from above; +¼),			Linked (-½), 8 Charges (-½) 2+[8	3]
				te (½ END; +¼);		12	Enchanted Robes: Armor (6 PD/6 ED);	
				ntations (-¼), Requires				0
		gic Rol			2	3	Soul Gem: Mental Defense	
3u				ne Dimensions:			(9 points total); OIF (-½)	0
				ht and Hearing		3	Soul Gem: Power Defense	
				nal (single other dimen-			(5 points); OIF (-½)	0
				the power is bought),		10	Spellsight: Detect Magic 13-	
				e (0 END; +½);				0
				ntations (-¼), Requires		5	Darksight: Nightvision	0
_		gic Rol			0		Perks	
2u				Movement: Extra-		8	Fringe Benefit: Membership (Morbane of	
				ment (any location in		O	DEMON)	
), x8 Increased Mass;				
				ntations (-¼),			Skills	
				Roll (-½)	4	9	+3 with Other-World Magic Multipower	
2u				y: Extra-Dimensional		2		
				cation in a single		3	Analyze Magic 13-	
	dimer	ision),	Trigge	r (variable; +½),		3	Concealment 13-	
	Reduc	ed En	duranc	e (0 END; $+\frac{1}{2}$);		3	Conversation 13-	
	Gestu	ıres (-1	4), Inc	antations (-¼), Require	s A	2	Cryptography 13-; Translation Only (-½)	
	Magic	Roll (-1/2)		0	3	High Society 13-	
3u	6) A	Quick '	Trip: T	eleportation 15", x16		3	Interrogation 13-	
				reased Mass; Ges-		3	CK: City Of Operation 13-	
				tions (-1/4), Requires A		3	KS: Arcane And Occult Lore 13-	
		Roll (1	6	5	KS: Greater Mysteries Of DEMON 15-	
2u				Worldly Denizen I:		3	Language: Latin (completely fluent)	
				t other-worldly denizen	ı	2	Language: another ancient language of GM	's
				Gestures (-¼), Incanta-			choice (fluent conversation)	
				s A Magic Roll (-½),		3	Oratory 13-	
				(-72); (-72) ; (-72) ;	6	13	Power: Magic 18-	
2u				Worldly Denizen II:	J	5	Soul Gem: +4 to Power: Magic Roll;	
∠u				t other-worldly denizen			OIF (-½)	
					L	3	Stealth 13-	
				type); Gestures (-¼), Requires A Magic Roll		5	Tactics 14-	
				Turn; -1 ¹ / ₄)	6	5	Teamwork 14-	
	(-/2),	LAUA I	, muc (1	1 11111, -1 /4 /	U			

- 2 WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

				BANE		3u	9) Summon Slavishly Loyal Other-Worldly
			ultipov	wer, Elementalist			Denizen: Summon 150-point otherworldly denizen (choose one type),
	or specia Char (Dall	Notos			Slavishly Loyal (+1); Gestures (-¼),
	STR	Cost 10	Roll 13-	Notes Lift 400 kg; 4d6 [2]			Incantations (-¼), Requires A Magic
	DEX	24	13-	OCV: 6/DCV: 6			Roll (-½) 6
	CON	16	13-	OCV. 0/DCV. 0		24	Elemental Magic: Multipower, 49-point
	BODY	0	11-				reserve; all slots Gestures (-1/4), Incantations
	INT	8	13-	PER Roll 13-			(-1/4), Requires A Magic Roll (-1/2)
	EGO	16	13-	ECV: 6		2u	1) Self Immolation: HKA 1d6, Damage
20	PRE	10	13-	PRE Attack: 4d6			Shield (does damage in HTH Combat; +¾),
10	COM	0	11-				Continuous (+1), Reduced Endurance (0
10	PD	6		Total: 20 PD (10 rPD)		END; +½); Gestures (-¼), Incantations (-½), Pagyires A. Magic Poll (-½)
	ED	6		Total: 20 ED (10 rED			tions (-¼), Requires A Magic Roll (-½), No STR Bonus (-½) 0
4	SPD	12		Phases: 3, 6, 9, 12	,	2u	2) Wall Of Stone: Force Wall (5 PD/5 ED;
8	REC	0				24	4" long and 1" tall), Opaque; Gestures (-¼),
36	END	0					Incantations (-1/4), Requires A Magic
35	STUN	6	Total	Characteristics Cost: 1	14		Roll (-½) 4
Move	ement:	Run	ning:	6"/12"		2u	3) Carried By The Winds: Flight 12",
			8				Usable As An Attack (+1); Gestures (-1/4),
	Powers			EN Ali			Incantations (-¼), Requires A Magic
30				: Multipower, 60-point		15	Roll (-½) 5
				stures (-¼), Incantation agic Roll (-½)	18	15	Enchanted Mace: HKA 1d6 (1½d6
3u				r-Worldly Energy:			with STR), +2 STUN Multiplier (+½); OAF (-1) plus Drain CON 1d6, Delayed
<i>5</i> u				Gestures (-¼), Incanta-			Return Rate (points return at the rate
				s A Magic Roll (-½)	6		of 5 per Minute; +½); OAF (-1),
3u				ove: Energy Blast			Linked (-½), 8 Charges (-½) 2+[8]
	8d6, In	direct	(alway	ys from above; +1/4),		12	Enchanted Robes: Armor (6 PD/6 ED);
				e (½ END; +¼);			OIF $(-\frac{1}{2})$ 0
				ntations (-¼), Requires		3	Soul Gem: Mental Defense
2	A Magi			D: '	2		(9 points total); OIF (-½)
3u				ne Dimensions: ht and Hearing		3	Soul Gem: Power Defense
				nal (single other dimen-		10	(5 points); OIF (-½) 0 Spellsight: Detect Magic 13-
				the power is bought),		10	(Sight Group), Discriminatory 0
				e (0 END; +½);		5	Darksight: Nightvision 0
				ntations (-1/4), Requires		J	
	A Magi	ic Rol	l (-½)	•	0	0	Perks
2u				Movement: Extra-		8	Fringe Benefit: Membership (Morbane of DEMON)
				ment (any location in			
), x8 Increased Mass;			Skills
				ntations (-¼), Roll (-½)	4	9	+3 with Other-World Magic Multipower
2u	_		-	y: Extra-Dimensional	7	3	Analyze Magic 13-
24				cation in a single		3	Concealment 13-
				r (variable; +½),		3	Conversation 13-
				e (0 END; $+\frac{1}{2}$);		2	Cryptography 13-; Translation Only (-½)
				antations (-¼), Requires	s A	3	High Society 13-
	Magic 1				0	3	Interrogation 13-
3u				eleportation 15", x16		3	CK: City Of Operation 13- KS: Arcane And Occult Lore 13-
				reased Mass; Ges-		5	KS: Greater Mysteries Of DEMON 15-
				tions (-¼), Requires A	_	3	Language: Latin (completely fluent)
211	Magic 1			Worldly Denizen I:	6	2	Language: another ancient language of GM's
2u				t other-worldly denizen			choice (fluent conversation)
				Gestures (-¼), Incanta-		3	Oratory 13-
				s A Magic Roll (-½),		13	Power: Magic 18-
	Extra T				6	5	Soul Gem: +4 to Power: Magic Roll;
2u				Worldly Denizen II:		_	OIF (-½)
	Summo	on 30	0-point	t other-worldly denizen	l	3	Stealth 13-
				type); Gestures (-¼),		5 5	Tactics 14- Teamwork 14-
				Requires A Magic Roll	_	2	WF: Common Melee Weapons
	$(-\frac{1}{2})$, E	xıra 1	ıme (1	Turn; -1¼)	6	-	Common Pricies (Year Oils

- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Cost: 375

200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		3u	9) Summon Slavishly Loyal Other-Worldly
Othe	r-Worl	der M		wer, Half-Born minor			Denizen: Summon 150-point other-
spec		uci ivi	unipo	wei, man-born minor			worldly denizen (choose one type),
	Char	Cost	Roll	Notes			Slavishly Loyal (+1); Gestures (-1/4),
	STR	10	13-	Lift 400 kg; 4d6 [2]			Incantations (-1/4), Requires A Magic
	DEX	24	13-	OCV: 6/DCV: 6			Roll (-½)
	CON	16	13-			19	Tentacles: Extra Limbs, Inherent (+¼); Lim-
	BODY	0	11-				ited Manipulation (-1/4) plus Stretching 1",
18	INT	8	13-	PER Roll 13-			Reduced Endurance (0 END; +½); Linked
18	EGO	16	13-	ECV: 6			(-½), No Noncombat Stretching (-¼) plus
24	PRE	14	14-	PRE Attack: 5d6		10	+15 STR; Linked (-½)
4	COM	-3	10-			10	The Life-Sapping Energy Of The Qliphothic: Drain BODY 1d6
10	PD	6		Total: 20 PD (10 rPD))	15	Enchanted Mace: HKA 1d6 (1½d6
10	ED	6		Total: 20 ED (10 rED		10	with STR), +2 STUN Multiplier (+½);
4	SPD	12		Phases: 3, 6, 9, 12			OAF (-1) plus Drain CON 1d6, Delayed
8	REC	0					Return Rate (points return at the rate
	END	0					of 5 per Minute; +¼); OAF (-1),
35	STUN	6	Total	Characteristics Cost: 1	15		Linked (-½), 8 Charges (-½) 2+[8]
Mov	ement:	Rur	ning:	6"/12"		12	Enchanted Robes: Armor (6 PD/6 ED);
			8.				OIF (-½)
	Power			EN		3	Soul Gem: Mental Defense
30				: Multipower, 60-point			(9 points total); OIF (-½)
				stures (-¼), Incantation	IS	3	Soul Gem: Power Defense
211				lagic Roll (-½) r-Worldly Energy:		10	(5 points); OIF (-½)
3u			-	Gestures (-¼), Incanta-		10	Spellsight: Detect Magic 13-
				s A Magic Roll (-½)	6	5	(Sight Group), Discriminatory Darksight: Nightvision
3u				vove: Energy Blast	O	3	
				ys from above; $+\frac{1}{4}$),			Perks
				e (½ END; +¼);		8	Fringe Benefit: Membership (Morbane of
				ntations (-¼), Requires			DEMON)
	A Maş	gic Ro	ll (-½)		2		Skills
3u				ne Dimensions:		9	+3 with Other-World Magic Multipower
				ht and Hearing		3	Analyze Magic 13-
	-			nal (single other dimen-		3	Concealment 13-
				the power is bought), the $(0 \text{ END}; +\frac{1}{2});$		3	Conversation 13-
				ntations (-¼), Requires		2	Cryptography 13-; Translation Only (-½)
	A Mag				0	3	High Society 13-
2u				Movement: Extra-	O	3	Interrogation 13-
			_	ment (any location in		3	CK: City Of Operation 13-
), x8 Increased Mass;		3	KS: Arcane And Occult Lore 13-
				ntations (-¼),		5	KS: Greater Mysteries Of DEMON 15-
	Requi	res A l	Magic I	Roll (-½)	4	3	Language: Latin (completely fluent)
2u				y: Extra-Dimensional		2	Language: another ancient language of GM's
				cation in a single		2	choice (fluent conversation)
				r (variable; +½),		3 13	Oratory 13-
				te (0 END; +½);		5	Power: Magic 18- Soul Gem: +4 to Power: Magic Roll;
				antations (-¼), Requires		3	OIF (-½)
2	Magic			alamartation 15"16	0	3	Stealth 13-
3u			-	eleportation 15", x16		5	Tactics 14-
				reased Mass; Ges- tions (-¼), Requires A		5	Teamwork 14-
	Magic			(/1), requires 11	6	2	WF: Common Melee Weapons
2u				Worldly Denizen I:	~	2	Weaponsmith (Muscle-Powered HTH) 13-
				t other-worldly denizen		30	30 points' worth of Skills of the GM's choice
				Gestures (-¼), Incanta-			(including those he developed as a Brother)
				s A Magic Roll (-½),			
			(1 Turr		6		l Powers & Skills Cost: 260
2u	8) Sui	mmon	Other-	Worldly Denizen II:		Tota	l Cost: 375
				t other-worldly denizen			
				type); Gestures (-¼),			
				Requires A Magic Roll			
	$(-\frac{1}{2})$.	-xtra i	ı ime (l	Turn; -1¼)	6		

(-½), Extra Time (1 Turn; -1¼)

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- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
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- 20 Psychological Limitation: Powerhungry (Common, Total)
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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		3u	9) Summon Slavishly Loyal Other-Worldly	
Othe	er-Worl	der M		wer, Necromancer	_		Denizen: Summon 150-point other-	
mine	or specia		•				worldly denizen (choose one type),	
		Cost	Roll	Notes			Slavishly Loyal (+1); Gestures (-¼),	
	STR	10	13-	Lift 400 kg; 4d6 [2]			Incantations (-¼), Requires A Magic Roll (-½)	6
	DEX	24	13-	OCV: 6/DCV: 6		27	Necromancy: Multipower, 54-point reserve	
	CON BODY	16 0	13- 11-			_,	all slots Gestures (-¼), Incantations (-¼),	,
	INT	8	13-	PER Roll 13-			Requires A Magic Roll (-½)	
	EGO	16	13-	ECV: 6		2u	1) Command The Undead: Mind Control	
	PRE	10	13-	PRE Attack: 4d6			10d6; Gestures (-¼), Incantations (-¼),	
	COM	0	11-				Requires A Magic Roll (-1/2), Only Versus	
10	PD	6		Total: 20 DD (10 rDD)	١	2		5
	ED	6		Total: 20 PD (10 rPD) Total: 20 ED (10 rED)		2u	2) Raise Skeleton: Summon 179-point	
4	SPD	12		Phases: 3, 6, 9, 12)		Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic	
8	REC	0		1114000. 0, 0, 2, 12			Roll (-½), Must Have Bones Or Body	
36	END	0						5
35	STUN	6	Total	Characteristics Cost: 1	14	2u	3) Raise Zombie: Summon 178-point	
Mov	ement:	Rur	ning.	6"/12"			Zombie, Loyal (+½); Gestures (-¼),	
							Incantations (-1/4), Requires A Magic	
ı	Power			EN			•	5
30				: Multipower, 60-point		15	Enchanted Mace: HKA 1d6 (1½d6	
				estures (-¼), Incantation	.S		with STR), +2 STUN Multiplier (+½);	
3u				lagic Roll (-½) r-Worldly Energy:			OAF (-1) plus Drain CON 1d6, Delayed	
Ju				Gestures (-¼), Incanta-			Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1),	
				s A Magic Roll (-½)	6		Linked (-½), 8 Charges (-½) 2+[8	31
3u				pove: Energy Blast		12	Enchanted Robes: Armor (6 PD/6 ED);	.1
				ys from above; +¼),				0
	Reduc	ed En	duranc	ce (½ END; +¼);		3	Soul Gem: Mental Defense	
				intations (-¼), Requires			(9 points total); OIF (-½)	0
	A Mag				2	3	Soul Gem: Power Defense	_
3u				he Dimensions:		1.0	\ 1	0
				ht and Hearing nal (single other dimen-		10	Spellsight: Detect Magic 13-	Λ
				the power is bought),		5		0
				te (0 END; +½);		3		U
				ntations (-¼), Requires			Perks	
	A Mag	gic Rol	ll (-½)	_	0	8	Fringe Benefit: Membership (Morbane of	
2u				Movement: Extra-			DEMON)	
				ement (any location in			Skills	
	_), x8 Increased Mass;		9	+3 with Other-World Magic Multipower	
				ntations (-¼), Roll (-½)	4	3	Analyze Magic 13-	
2u	_		-	<i>iy:</i> Extra-Dimensional	7	3	Concealment 13-	
24				cation in a single		3	Conversation 13-	
				r (variable; +½),		2	Cryptography 13-; Translation Only (-½)	
				e (0 END; +½);		3	High Society 13-	
				antations (-¼), Requires	s A	3	Interrogation 13-	
	Magic				0	3	CK: City Of Operation 13- KS: Arcane And Occult Lore 13-	
3u				eleportation 15", x16		5	KS: Greater Mysteries Of DEMON 15-	
				reased Mass; Ges-		3	Language: Latin (completely fluent)	
	Magic			tions (-¼), Requires A	6	2	Language: another ancient language of GM	's
2u				Worldly Denizen I:	U		choice (fluent conversation)	
-"				t other-worldly denizen		3	Oratory 13-	
				Gestures (-1/4), Incanta-		13	Power: Magic 18-	
				s A Magic Roll (-½),		5	Soul Gem: +4 to Power: Magic Roll;	
	Extra '				6	2	OIF (-½)	
2u				Worldly Denizen II:		3	Stealth 13-	
				t other-worldly denizen		5 5	Tactics 14- Teamwork 14-	
				type); Gestures (-¼),		2	WF: Common Melee Weapons	
				Requires A Magic Roll I Turn; -1¼)	6	2	Weaponsmith (Muscle-Powered HTH) 13-	
	(-72), I	aniid .	. 11116 (1	1 14111, -1 /4 /	U			

30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 261

Total Cost: 375

200+ Disadvantages

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

	-		MOR	BANE		3u	9) Summon Slavishly Loyal Other-Worldly	
Othe	er-Worl	der M		wer, Summoner minor	_		Denizen: Summon 150-point other-	
spec		del IVI	unnpo	wei, oummoner minor			worldly denizen (choose one type),	
	Char	Cost	Roll	Notes			Slavishly Loyal (+1); Gestures (-¼),	
	STR	10	13-	Lift 400 kg; 4d6 [2]			Incantations (-1/4), Requires A Magic	
	DEX	24	13-	OCV: 6/DCV: 6			Roll (-½)	6
	CON	16	13-			30	Call Specific Demonling: Summon 250-	
	BODY	0	11-				point Demonling, Slavisly Loyal (+1),	
18	INT	8	13-	PER Roll 13-			Specific Individual (+1); Gestures (-1/2),	
18	EGO	16	13-	ECV: 6			Incantations (-½), Extra Time (1 Hour;	
20	PRE	10	13-	PRE Attack: 4d6			The state of the s	15
10	COM	0	11-			15	Enchanted Mace: HKA 1d6 (1½d6	
10	PD	6		Total, 20 DD (10 mDD)			with STR), +2 STUN Multiplier (+½);	
	ED	6 6		Total: 20 PD (10 rPD) Total: 20 ED (10 rED)			OAF (-1) plus Drain CON 1d6, Delayed	
4	SPD	12		Phases: 3, 6, 9, 12	,		Return Rate (points return at the rate	
8	REC	0		1 114363. 3, 0, 7, 12			of 5 per Minute; +¼); OAF (-1),	0.1
	END	0				12	Linked (-½), 8 Charges (-½) 2+[[8]
	STUN	6	Total	Characteristics Cost: 1	14	12	Enchanted Robes: Armor (6 PD/6 ED); OIF (-½)	0
						3	Soul Gem: Mental Defense	U
Mov	ement:	Rur	nning:	6"/12"		3	(9 points total); OIF (-½)	0
Cost	Powe	rs		EN	ID	3	Soul Gem: Power Defense	U
30			l Maoid	: Multipower, 60-point	_	3	(5 points); OIF (-½)	0
				estures (-¼), Incantation	s	10	Spellsight: Detect Magic 13-	Ü
				Iagic Roll (-½)			(Sight Group), Discriminatory	0
3u				r-Worldly Energy:		5	Darksight: Nightvision	0
				Gestures (-¼), Incanta-		-		-
				es A Magic Roll (-½)	6		Perks	
3u				bove: Energy Blast		8	Fringe Benefit: Membership (Morbane of	
	8d6, I	ndirec	t (alwa	ys from above; +½),			DEMON)	
	Reduc	ed En	duranc	ce (½ END; +¼);			Skills	
	Gestu	res (-1/	4), Inca	antations (-1/4), Requires		9	+3 with Other-World Magic Multipower	
	A Ma	gic Ro	ll (-½)		2			
3u				he Dimensions:		3	Analyze Magic 13-	
				ht and Hearing		3	Concealment 13- Conversation 13-	
				nal (single other dimen-		3 2		
				the power is bought),		3	Cryptography 13-; Translation Only (-½) High Society 13-	
				ce (0 END; +½);		3	Interrogation 13-	
				intations (-¼), Requires		3	CK: City Of Operation 13-	
_		gic Ro		M (F)	0	3	KS: Arcane And Occult Lore 13-	
2u				Movement: Extra-		5	KS: Greater Mysteries Of DEMON 15-	
				ement (any location in		3	Language: Latin (completely fluent)	
), x8 Increased Mass;		2	Language: another ancient language of GM	Λ's
				antations (-¼), Roll (-½)	4		choice (fluent conversation)	
2u				ay: Extra-Dimensional	-	3	Oratory 13-	
				cation in a single		13	Power: Magic 18-	
				r (variable; +½),		5	Soul Gem: +4 to Power: Magic Roll;	
				ce (0 END; +½);			OIF (-½)	
				antations (-¼), Requires	: A	3	Stealth 13-	
		Roll (0	5	Tactics 14-	
3u				eleportation 15", x16		5	Teamwork 14-	
				creased Mass; Ges-		2	WF: Common Melee Weapons	
				tions (-1/4), Requires A		2	Weaponsmith (Muscle-Powered HTH) 13	
		Roll (-	6	30	30 points' worth of Skills of the GM's choice	
2u				-Worldly Denizen I:			(including those he developed as a Brother	()
				t other-worldly denizen		nc -	In a club of the	
	(choo	se one	type);	Gestures (-1/4), Incanta-			l Powers & Skills Cost: 261	
				s A Magic Roll (-½),		Iota	l Cost: 375	
			(1 Turr		6			
2u				Worldly Denizen II:				
				t other-worldly denizen				
				type); Gestures (-¼),				
'				Requires A Magic Roll				
	$(-\frac{1}{2})$	Extra '	Time (1	l Turn; -1¼)	6			

(-½), Extra Time (1 Turn; -1¼)

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

		MOF	RBANE		3u	9) Summon Slavishly Loyal Other-Worldly
Othe	er-Worlder I	Aultipo	wer, Thaumaturge			Denizen: Summon 150-point other-
	or specialty	runpo	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			worldly denizen (choose one type),
	Char Cos	Roll	Notes			Slavishly Loyal (+1); Gestures (-¼),
	STR 10	13-	Lift 400 kg; 4d6 [2]			Incantations (-1/4), Requires A Magic
	DEX 24	13-	OCV: 6/DCV: 6			Roll (-½) 6
	CON 16	13-			31	Minor Thaumaturgy: Variable Power
	BODY 0	11-				Pool, 24 base + 12 control cost; Ges-
	INT 8	13-	PER Roll 13-			tures (-¼), Incantations (-¼), Only
	EGO 16	13-	ECV: 6			Magic $(-\frac{1}{4})$. var
20	PRE 10	13-	PRE Attack: 4d6		15	Enchanted Mace: HKA 1d6 (1½d6
10	COM 0	11-				with STR), +2 STUN Multiplier (+½);
10	DD (T . 1 20 PD /10 PD	,		OAF (-1) plus Drain CON 1d6, Delayed
	PD 6		Total: 20 PD (10 rPD			Return Rate (points return at the rate
l	ED 6		Total: 20 ED (10 rED)		of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
4	SPD 12		Phases: 3, 6, 9, 12			Linked $(-\frac{1}{2})$, 8 Charges $(-\frac{1}{2})$ 2+[8]
8	REC 0				12	Enchanted Robes: Armor (6 PD/6 ED);
	END 0	TT 4	101			OIF (-½)
35	STUN 6	Iota	l Characteristics Cost: 1	114	3	Soul Gem: Mental Defense
Mov	ement: Ru	ınning:	6"/12"			(9 points total); OIF (-½) 0
		C		up.	3	Soul Gem: Power Defense
	Powers	1136 .	El CO : A			(5 points); OIF (-½) 0
30			c: Multipower, 60-point		10	Spellsight: Detect Magic 13-
			estures (-¼), Incantation	18	_	(Sight Group), Discriminatory 0
2			Magic Roll (-½)		5	Darksight: Nightvision 0
3u			er-Worldly Energy:			Perks
			Gestures (-¼), Incanta-		8	Fringe Benefit: Membership (Morbane of
2			es A Magic Roll (-½)	6		DEMON)
3u			bove: Energy Blast			·
			ys from above; +¼), ce (½ END; +¼);		0	Skills
			antations (-¼), Requires		9	+3 with Other-World Magic Multipower
	A Magic R			2	3	Analyze Magic 13-
3u			he Dimensions:	2	3	Concealment 13-
34			tht and Hearing		3	Conversation 13-
			nal (single other dimen-		2	Cryptography 13-; Translation Only (-½)
			the power is bought),		3	High Society 13-
			ce (0 END; +½);		3	Interrogation 13-
			antations (-1/4), Requires	;	3	CK: City Of Operation 13-
	A Magic R			0	3	KS: Arcane And Occult Lore 13-
2u			Movement: Extra-		5	KS: Greater Mysteries Of DEMON 15-
	Dimension	al Move	ement (any location in		3	Language: Latin (completely fluent)
	a single dir	nension), x8 Increased Mass;		2	Language: another ancient language of GM's
	Gestures (-	1/4), Inca	antations (-¼),		2	choice (fluent conversation)
	Requires A	Magic	Roll (-½)	4	3	Oratory 13-
2u			ay: Extra-Dimensional		13	Power: Magic 18-
			cation in a single		5	Soul Gem: +4 to Power: Magic Roll;
			er (variable; +½),		2	OIF (-½) Stealth 13-
			ce (0 END; +½);		3 5	Tactics 14-
			cantations (-¼), Requires		5	Teamwork 14-
_	Magic Roll		T.1	0	2	WF: Common Melee Weapons
3u			Teleportation 15", x16		2	Weaponsmith (Muscle-Powered HTH) 13-
			creased Mass; Ges-		30	30 points' worth of Skills of the GM's choice
			tions (-¼), Requires A	_		(including those he developed as a Brother)
2	Magic Roll		147-11 11. Davis I	6		(merading those he developed as a Brother)
2u			-Worldly Denizen I: ot other worldly denizen		Total	l Powers & Skills Cost: 262
			nt other-worldly denizen			Cost: 376
			Gestures (-¼), Incanta- es A Magic Roll (-½),			
	Extra Time			6		
2u			-Worldly Denizen II:	U		
L Lu			r worldly Denizen II. It other-worldly denizen	1		
			type); Gestures (-¼),			
l			Requires A Magic Roll			
			1 Turn; -1 ¹ / ₄)	6		
	(/ ,	(, - · - /	-		

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

THE SUMMONER

_	THE SUMMONER	-	2u	1) Befuddlement: Mental Illusions 7d6,
				Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼),
	MORBANE			Requires A Magic Roll (-½)
Sum	moner Multipower, Black Magician minor		1u	2) Touch Of Terror: Drain PRE 2d6,
spec				Reduced Endurance (0 END; +½);
	Char Cost Roll Notes			Gestures (-¼), Incantations (-¼),
20	STR 10 13- Lift 400 kg; 4d6 [2]		2	Requires A Magic Roll (-½) 0
	DEX 24 13- OCV: 6/DCV: 6		2u	3) Spell-Shattering: Dispel Magic 12d6,
	CON 16 13-			any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires
	BODY 0 11-			A Magic Roll (-½) 4
	INT 8 13- PER Roll 13- EGO 16 13- ECV: 6		1u	4) Call Demonling: Summon 233-point
	EGO 16 13- ECV: 6 PRE 10 13- PRE Attack: 4d6			Demonling (see HERO System Bestiary,
	COM 0 11-			page 51); Gestures (-¼), Incantations (-¼),
		,		Requires A Magic Roll (-½), Extra Time
	PD 6 Total: 20 PD (10 rPD			(1 Turn; -1 ¹ / ₄) 5
4	ED 6 Total: 20 ED (10 rED SPD 12 Phases: 3, 6, 9, 12)	15	Enchanted Mace: HKA 1d6 (1½d6
8	REC 0			with STR), +2 STUN Multiplier (+½); OAF (-1) plus Drain CON 1d6, Delayed
	END 0			Return Rate (points return at the rate
	STUN 6 Total Characteristics Cost: 1	114		of 5 per Minute; +½); OAF (-1),
Mov	ement: Running: 6"/12"			Linked (-½), 8 Charges (-½) 2+[8]
	•		12	Enchanted Robes: Armor (6 PD/6 ED);
		ND		OIF (-½)
38	Summoning: Multipower, 76-point reserve	2;	3	Soul Gem: Mental Defense
	all slots Gestures (-¼), Incantations (-¼),		2	(9 points total); OIF (-½) 0
2u	Requires A Magic Roll (-½) 1) Call Shadow: Summon 366-point		3	Soul Gem: Power Defense (5 points); OIF (-½) 0
Zu	Shadow; Gestures (-¼), Incantations (-¼),		10	Spellsight: Detect Magic 13-
	Requires A Magic Roll (-½), Extra		10	(Sight Group), Discriminatory 0
	Time (1 Turn; -11/4)	7	5	Darksight: Nightvision 0
2u	2) Call Demon Steed: Summon 250-			Perks
	point Demon Steed, Amicable (+½); Ges-		8	Fringe Benefit: Membership (Morbane of
	tures (-¼), Incantations (-¼), Requires			DEMON)
	A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7		Skills
2u	3) Call Demon Hound: Summon 240-	/	9	+3 with Summoning Multipower
24	point Demon Hound, Amicable (+½);		9	
	Gestures (-¼), Incantations (-¼), Re-		3	Analyze Magic 13-
	quires A Magic Roll (-½), Extra Time		3	Concealment 13-
	(1 Turn; -1 ¹ / ₄)	7	3 2	Conversation 13-
3u	4) Rushed Call Demon Hound: Summon		3	Cryptography 13-; Translation Only (-½) High Society 13-
	240-Demon Hound, Reduced Endur-		3	Interrogation 13-
	ance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic		3	CK: City Of Operation 13-
	Roll (-½)	2	3	KS: Arcane And Occult Lore 13-
2u	5) <i>Call Demonling</i> : Summon 233-point		5	KS: Greater Mysteries Of DEMON 15-
	Demonling, Amicable (+½); Gestures (-¼)),	3	Language: Latin (completely fluent)
	Incantations (-1/4), Requires A Magic Roll		2	Language: another ancient language of GM's
	(-½), Extra Time (1 Turn; -1¼)	7	3	choice (fluent conversation) Oratory 13-
2u	6) Call Imp: Summon 224-point Imp,		13	Power: Magic 18-
	Amicable (+½); Gestures (-¼), Incantations (1½) Paguiros A Magic Poll (1½)		5	Soul Gem: +4 to Power: Magic Roll;
	tions (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7		OIF (-½)
2u	7) <i>Dismiss Demon</i> : Dispel Summon 25d6		3	Stealth 13-
	Gestures (-¼), Incantations (-¼), Requires		5	Tactics 14-
	A Magic Roll (-½), Only Works Against		5	Teamwork 14-
	Summoned Demons (-1)	7	2 2	WF: Common Melee Weapons Weaponsmith (Muscle-Powered HTH) 13-
24	Minor Black Magic: Multipower, 48-point		30	30 points' worth of Skills of the GM's choice
	reserve; all slots Gestures (-¼), Incan-	0	50	(including those he developed as a Brother)
	tations (-¼), Requires A Magic Roll (-½)	0		. 3

Total Powers & Skills Cost: 261 **Total Cost: 375**

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	RBANE		2u	2) Wall Of Pavement: Force Wall (5 PD/5
Sum	moner	Multi		City Magic minor			ED; 3" long and 1" tall), Opaque; Gestures
spec			<u> </u>	,8			(-¼), Incantations (-¼), Only In Paved
	Char	Cost	Roll	Notes			Areas (-¼), Requires A Magic Roll (-½) 4
20	STR	10	13-	Lift 400 kg; 4d6 [2]		1u	3) Pass Through Walls: Desolidification
18	DEX	24	13-	OCV: 6/DCV: 6			(affected by any attack); Gestures (-¼),
	CON	16	13-				Incantations (-¼), Requires A Magic
	BODY		11-				Roll (-½), Does Not Protect Against
l .	INT	8	13-	PER Roll 13-		2	Damage (-1) 4
l .	EGO	16	13-	ECV: 6		2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼),
	PRE	10	13-	PRE Attack: 4d6			Requires A Magic Roll (-½), Only Be-
10	COM	0	11-				tween Conductors Or Through Wires (-½) 4
10	PD	6		Total: 20 PD (10 rPI))	2u	5) Draw Upon The Spirit Of The City: Aid
	ED	6		Total: 20 ED (10 rEI		Zu	END 4d6; Gestures (-¼), Incantations (-¼),
4	SPD	12		Phases: 3, 6, 9, 12			Requires A Magic Roll (-½) 0
8	REC	0				1u	6) The City's Warning Whisper: Danger
	END	0					Sense (INT Roll) (any danger, immediate
35	STUN	6	Total	Characteristics Cost:	114		vicinity); Gestures (-1/4), Incantations (-1/4),
Mov	ement:	Rur	nning.	6"/12"			Requires A Magic Roll (-½) 0
						15	Enchanted Mace: HKA 1d6 (11/2d6
	Powe				ND		with STR), +2 STUN Multiplier (+½);
38				ipower, 76-point reserv	re;		OAF (-1) plus Drain CON 1d6, Delayed
				-¼), Incantations (-¼),			Return Rate (points return at the rate
2				Roll (-½)			of 5 per Minute; +¼); OAF (-1),
2u				ummon 366-point		10	Linked (-½), 8 Charges (-½) 2+[8]
				(-¼), Incantations (-¼) Roll (-½), Extra	,	12	Enchanted Robes: Armor (6 PD/6 ED);
			n; -1 ¹ / ₄		7	3	OIF (-½) 0 Soul Gem: Mental Defense
2u				ed: Summon 250-	,	3	(9 points total); OIF (-½)
24				d, Amicable (+½); Ges-		3	Soul Gem: Power Defense
				tions (-¼), Requires		3	(5 points); OIF (-½) 0
				Extra Time (1 Turn;		10	Spellsight: Detect Magic 13-
	-11/4)	O	` /-	, ,	7		(Sight Group), Discriminatory 0
2u	3) <i>Ca</i>	ıll Den	ıon Ho	und: Summon 240-		5	Darksight: Nightvision 0
	point	Demo	n Hou	nd, Amicable (+½);			
	Gestu	res (-½	4), Inca	antations (-¼), Re-		8	Perks Evinga Panafit: Mambarahin (Marbana of
				ll (-½), Extra Time		0	Fringe Benefit: Membership (Morbane of DEMON)
	(1 Tur				7		DEMON)
3u				mon Hound: Summon			Skills
				d, Reduced Endur-		9	+3 with Summoning Multipower
				; Gestures (-¼), In-		3	Analyze Magic 13-
			-¼), Ke	equires A Magic	2	3	Concealment 13-
2u	Roll (-		anlina	: Summon 233-point	2	3	Conversation 13-
				. 3dmmon 255-point lble (+½); Gestures (-¼)	2	Cryptography 13-; Translation Only (-1/2)
				Requires A Magic Roll	1)	3	High Society 13-
				1 Turn; -1¼)	7	3	Interrogation 13-
2u				non 224-point Imp,		3	CK: City Of Operation 13-
				estures (-¼), Incanta-		3	KS: Arcane And Occult Lore 13-
				es A Magic Roll (-½),		5	KS: Greater Mysteries Of DEMON 15-
	Extra	Time	(1 Turi	n; -1¼)	7	3	Language: Latin (completely fluent)
2u				: Dispel Summon 25de		2	Language: another ancient language of GM's
				antations (-¼), Require	S	2	choice (fluent conversation)
				Only Works Against	_	3 13	Oratory 13-
20			Demo		7	5	Power: Magic 18- Soul Gem: +4 to Power: Magic Roll;
20				Multipower, 40-point		5	OIF (-½)
				estures (-¼), Incantatio	ns	3	Stealth 13-
2,,				lagic Roll (-½)		5	Tactics 14-
2u				bs: Sight Group Flash (2" Radius; +1); IIF		5	Teamwork 14-
				rtunity; -¼), Ges-		2	WF: Common Melee Weapons
				ions (-¼), Requires A			*
l	Magic			- (/, 1.0 quite0 11	4		
		`	,				

- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 261

Total Cost: 375

200+ Disadvantages

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	RBANE		2u	2) He's Seen This Moment Before: Luck
Sum	moner	Multi		Diviner minor			10d6; Only Once Per Battle (-0), Ges-
spec		TVI GITTI	power,	Diviner innior			tures (-1/4), Incantations (-1/4), Requires A
	Char	Cost	Roll	Notes			Magic Roll (-½) 0
	STR	10	13-	Lift 400 kg; 4d6 [2]		1u	3) A View Of The Future: Clairsentience
	DEX	24	13-	OCV: 6/DCV: 6			(Sight and Hearing Group), Precognition;
	CON	16	13-				Gestures (-½), Incantations (-½),
	BODY		11-				Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1) 5
	INT	8	13-	PER Roll 13-		15	Enchanted Mace: HKA 1d6 (1½d6
	EGO	16	13-	ECV: 6		13	with STR), +2 STUN Multiplier (+½);
	PRE COM	10 0	13- 11-	PRE Attack: 4d6			OAF (-1) plus Drain CON 1d6, Delayed
10	COM	U	11-				Return Rate (points return at the rate
	PD	6		Total: 20 PD (10 rPD			of 5 per Minute; +½); OAF (-1),
	ED	6		Total: 20 ED (10 rED))		Linked (-½), 8 Charges (-½) 2+[8]
4	SPD	12		Phases: 3, 6, 9, 12		12	Enchanted Robes: Armor (6 PD/6 ED);
8	REC	0					OIF (-½) 0
	END STUN	0 6	Total	Characteristics Cost:	114	3	Soul Gem: Mental Defense
33	31 UN	O	Total	Characteristics Cost:	114	2	(9 points total); OIF (-½)
Mov	ement:	Rur	ning:	6"/12"		3	Soul Gem: Power Defense
Cost	Powe	re		F	ND	10	(5 points); OIF (-½) 0 Spellsight: Detect Magic 13-
38			Multi	ipower, 76-point reserv		10	(Sight Group), Discriminatory 0
				-¼), Incantations (-¼),	-,	5	Darksight: Nightvision 0
				Roll (-½)		J	
2u				ummon 366-point			Perks
	Shado	w; Ge	stures ((-¼), Incantations (-¼),	,	8	Fringe Benefit: Membership (Morbane of
				Roll (-½), Extra			DEMON)
			n; -1¼)		7		Skills
2u				ed: Summon 250-		9	+3 with Summoning Multipower
				d, Amicable (+½); Ges-		3	Analyze Magic 13-
				tions (-¼), Requires		3	Concealment 13-
	-1 ¹ / ₄)	gic Ko	11 (-72),	Extra Time (1 Turn;	7	3	Conversation 13-
2u		ıll Den	ion Ho	und: Summon 240-	,	2	Cryptography 13-; Translation Only (-1/2)
24				nd, Amicable (+½);		3	High Society 13-
				nntations (-1/4), Re-		3	Interrogation 13-
	quire	s A Ma	gic Rol	ll (-½), Extra Time		3	CK: City Of Operation 13-
		rn; -1½			7	3	KS: Arcane And Occult Lore 13-
3u				mon Hound: Summon		5	KS: Greater Mysteries Of DEMON 15-
				d, Reduced Endur-		3 2	Language: Latin (completely fluent)
				; Gestures (-¼), In-		2	Language: another ancient language of GM's choice (fluent conversation)
			-¼), Ke	equires A Magic	2	3	Oratory 13-
2u	Roll (-	onlina	: Summon 233-point	2	13	Power: Magic 18-
Zu				ble (+½); Gestures (-¼)	5	Soul Gem: +4 to Power: Magic Roll;
				Requires A Magic Roll	/ >		OIF (-½)
				1 Turn; -1¼)	7	3	Stealth 13-
2u				non 224-point Imp,		5	Tactics 14-
				estures (-¼), Incanta-		5	Teamwork 14-
	tions	(-¼), F	Require	es A Magic Roll (-½),		2	WF: Common Melee Weapons
				n; -1 ¹ / ₄)	7	2	Weaponsmith (Muscle-Powered HTH) 13-
2u				: Dispel Summon 25d6		30	30 points' worth of Skills of the GM's choice (including those he developed as a Brother)
				antations (-¼), Requires	3		(including those he developed as a brother)
				Only Works Against	7	Total	Powers & Skills Cost: 261
25			Demoi		7		Cost: 375
25				Multipower, 50-point	10		
				estures (-¼), Incantation Iagic Roll (-½)	.13		
2u				f Phase: Desolidifica-			
				mporal/dimensional			
				Endurance (½ END;			
), Incantations (-¼),			
				Roll (-½), Cannot			
	Pass 7	Throug	h Solid	l Objects (-½)	2		

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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE		2u	2) Wall Of Stone: Force Wall (5 PD/5 ED;
Sum	moner	Multi	power,	Elementalist minor			4" long and 1" tall), Opaque; Gestures (-1/4),
spec							Incantations (-1/4), Requires A Magic
Val	Char	Cost	Roll	Notes			Roll (-½) 4
20	STR	10	13-	Lift 400 kg; 4d6 [2]		2u	3) Carried By The Winds: Flight 12",
	DEX	24	13-	OCV: 6/DCV: 6			Usable As An Attack (+1); Gestures (-¼),
	CON	16	13-				Incantations (-¼), Requires A Magic
	BODY		11-			1.5	Roll (-½) 5 Enchanted Mace: HKA 1d6 (1½d6
	INT	8	13-	PER Roll 13-		15	•
	EGO	16	13-	ECV: 6			with STR), +2 STUN Multiplier (+½); OAF (-1) plus Drain CON 1d6, Delayed
	PRE	10	13-	PRE Attack: 4d6			Return Rate (points return at the rate
10	COM	0	11-				of 5 per Minute; +½); OAF (-1),
10	PD	6		Total: 20 PD (10 rPD))		Linked (-½), 8 Charges (-½) 2+[8]
10	ED	6		Total: 20 ED (10 rED))	12	Enchanted Robes: Armor (6 PD/6 ED);
4	SPD	12		Phases: 3, 6, 9, 12			OIF (-½)
8	REC	0				3	Soul Gem: Mental Defense
	END	0					(9 points total); OIF (-½) 0
35	STUN	6	Total	Characteristics Cost:	114	3	Soul Gem: Power Defense
Mov	ement:	Rur	ning:	6"/12"			(5 points); OIF (-½) 0
						10	Spellsight: Detect Magic 13-
	Powe		36.10		ND		(Sight Group), Discriminatory 0
38				power, 76-point reserve	e;	5	Darksight: Nightvision 0
				. ¹ / ₄), Incantations (- ¹ / ₄),			Perks
2u				Roll (-½) ummon 366-point		8	Fringe Benefit: Membership (Morbane of
Zu				(-¼), Incantations (-¼),			DEMON)
				Roll (-½), Extra	•		Skills
			n; -11/4)		7	9	+3 with Summoning Multipower
2u				ed: Summon 250-	•		+3 with summoning wuntpower
				d, Amicable (+½); Ges-		3	Analyze Magic 13-
				tions (-¼), Requires		3	Concealment 13-
	A Ma	gic Ro	ll (-½),	Extra Time (1 Turn;		3	Conversation 13-
	-11/4)				7	2	Cryptography 13-; Translation Only (-½)
2u				und: Summon 240-		3	High Society 13- Interrogation 13-
	-			nd, Amicable (+½);		3	CK: City Of Operation 13-
				intations (-¼), Re-		3	KS: Arcane And Occult Lore 13-
	-		-	ll (-½), Extra Time	7	5	KS: Greater Mysteries Of DEMON 15-
3u		rn; -1¼		mon Hound: Summon	/	3	Language: Latin (completely fluent)
Su				d, Reduced Endur-		2	Language: another ancient language of GM's
				; Gestures (-¼), In-			choice (fluent conversation)
				equires A Magic		3	Oratory 13-
	Roll (, 1), 100	441100111114810	2	13	Power: Magic 18-
2u			onling	: Summon 233-point		5	Soul Gem: +4 to Power: Magic Roll;
				ble (+½); Gestures (-¼),		OIF (-½)
	Incan	tations	s (-1/4), i	Requires A Magic Roll		3	Stealth 13-
				l Turn; -1¼)	7	5	Tactics 14-
2u				non 224-point Imp,		5	Teamwork 14-
				estures (-¼), Incanta-		2 2	WF: Common Melee Weapons Weaponsmith (Muscle-Powered HTH) 13-
				s A Magic Roll (-½),	_	30	30 points' worth of Skills of the GM's choice
2				n; -1 ¹ / ₄)	7	30	(including those he developed as a Brother)
2u				: Dispel Summon 25d6			(including those he developed as a Brother)
				antations (-¼), Requires	5	Tota	l Powers & Skills Cost: 261
			11 (-½), Demoi	Only Works Against	7		l Cost: 375
24				Multipower, 49-point	/		
<i>∟</i> 1				estures (-¼), Incantation	าร		
				lagic Roll (-½)			
2u				HKA 1d6, Damage			
				e in HTH Combat; +34)	,		
				educed Endurance (0			
				s (-1/4), Incanta-			
	tions	(-¼), R	equires	s A Magic Roll (-½),			
	No ST	TR Bon	us (-1/2))	0		

No STR Bonus (-1/2)

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
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- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

192 ■ The Morbanes

			MOR	RBANE		19	Tentacles: Extra Limbs, Inherent (+¼); Lim	n-
Sum	moner	Multi		Half-Born minor	_		ited Manipulation (-1/4) plus Stretching 1",	
speci		Muiti	power,	Hair-Dorn minor			Reduced Endurance (0 END; +½); Linked	
	Char	Cost	Roll	Notes			(-½), No Noncombat Stretching (-¼) plus	
	STR	10	13-	Lift 400 kg; 4d6 [2]			+15 STR; Linked (-½)	1
	DEX	24	13-	OCV: 6/DCV: 6		10	The Life-Sapping Energy Of The Qliphothic:	
	CON	16	13-	OCV. 0/DCV. 0			Drain BODY 1d6	1
	BODY					15	Enchanted Mace: HKA 1d6 (11/2d6	
		0 8	11-	DED Doll 12			with STR), +2 STUN Multiplier (+½);	
	INT		13-	PER Roll 13-			OAF (-1) plus Drain CON 1d6, Delayed	
	EGO	16	13-	ECV: 6			Return Rate (points return at the rate	
	PRE	14	14-	PRE Attack: 5d6			of 5 per Minute; +¼); OAF (-1),	
4	COM	-3	10-				Linked (-½), 8 Charges (-½) 2+[8	81
10	PD	6		Total: 20 PD (10 rPD)	12	Enchanted Robes: Armor (6 PD/6 ED);	~ <u>1</u>
10	ED	6		Total: 20 ED (10 rED		12	OIF (-½)	0
4	SPD	12		Phases: 3, 6, 9, 12	•	3	Soul Gem: Mental Defense	Ü
8	REC	0					(9 points total); OIF (-½)	0
36	END	0				3	Soul Gem: Power Defense	Ü
	STUN	6	Total	Characteristics Cost: 1	115	3	(5 points); OIF (-½)	0
						10	Spellsight: Detect Magic 13-	U
Mov	ement:	Rur	ining:	6"/12"		10	(Sight Group), Discriminatory	0
Cost	Powe	rs		EN	ND	5	Darksight: Nightvision	0
38			Mult	ipower, 76-point reserve		3	Darksight. Tylghtylsion	U
50				-¼), Incantations (-¼),	-,		Perks	
				Roll (-½)		8	Fringe Benefit: Membership (Morbane of	
2u				ummon 366-point			DEMON)	
24				(-¼), Incantations (-¼),			Skills	
				Roll (-½), Extra		9	+3 with Summoning Multipower	
			n; -1¼		7	7	+3 with Summoning Multipower	
2u				ed: Summon 250-	•	3	Analyze Magic 13-	
				d, Amicable (+½); Ges-		3	Concealment 13-	
	_			tions (-¼), Requires		3	Conversation 13-	
				Extra Time (1 Turn;		2	Cryptography 13-; Translation Only (-½)	
	-11/4)	5	- (/-//	,,	7	3	High Society 13-	
2u		ll Den	on Ho	und: Summon 240-	•	3	Interrogation 13-	
	-			nd, Amicable (+½);		3	CK: City Of Operation 13-	
				antations (-¼), Re-		3	KS: Arcane And Occult Lore 13-	
				ll (-½), Extra Time		5	KS: Greater Mysteries Of DEMON 15-	
		n; -1½		(,-),	7	3	Language: Latin (completely fluent)	
3u				mon Hound: Summon		2	Language: another ancient language of GM	ľs
				d, Reduced Endur-			choice (fluent conversation)	
				; Gestures (-¼), In-		3	Oratory 13-	
				equires A Magic		13	Power: Magic 18-	
	Roll (-		, -,,,	1	2	5	Soul Gem: +4 to Power: Magic Roll;	
2u			onlino	: Summon 233-point	_		OIF (-½)	
			_	ble $(+\frac{1}{2})$; Gestures $(-\frac{1}{4})$).	3	Stealth 13-	
				Requires A Magic Roll	,,	5	Tactics 14-	
				1 Turn; -1¼)	7	5	Teamwork 14-	
2u				non 224-point Imp,	•	2	WF: Common Melee Weapons	
				estures (-¼), Incanta-		2	Weaponsmith (Muscle-Powered HTH) 13-	-
				es A Magic Roll (-½),		30	30 points' worth of Skills of the GM's choic	e
				$1; -1\frac{1}{4}$	7		(including those he developed as a Brother	
2u				: Dispel Summon 25d6			-	
				antations (-¼), Requires		Total	Powers & Skills Cost: 261	
				Only Works Against		Total	Cost: 375	
			Demo		7			
				- \ =/	-			

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

Summoner Multipower, Necromancer minor specialty Skeleton, Loyal (+½); Gestures (-¼) Val Char Cost Roll Notes Notes Roll (-½), Must Have Bones Or Body Roll (-½), Must Have Bones Or Body Roll (-½), Must Have Bones Or Body Present (-1) 18 DEX 24 13- OCV: 6/DCV: 6 2u 3) Raise Zombie: Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Maging Roll (-½); Gestures (-¼), Requires A Maging Roll (-½), Must Have Body Present Roll (-½), Must	c ly 5 int c (-1) 5 2); ayed te 2+[8]
Val Char Cost Roll Notes Roll (-½), Must Have Bones Or Book 20 STR 10 13- Lift 400 kg; 4d6 [2] Present (-1) 18 DEX 24 13- OCV: 6/DCV: 6 2u 3) Raise Zombie: Summon 178-poi 18 CON 16 13- Zombie, Loyal (+½); Gestures (-¼), 10 BODY 0 11- Incantations (-¼), Requires A Magin 18 INT 8 13- PER Roll 13-	1y 5 int c (-1) 5 2; ayed te 2+[8]
20 STR 10 13- Lift 400 kg; 4d6 [2] Present (-1) 18 DEX 24 13- OCV: 6/DCV: 6 18 CON 16 13- 10 BODY 0 11- 18 INT 8 13- PER Roll 13- 20 STR 10 13- Lift 400 kg; 4d6 [2] Present (-1) 21 3) Raise Zombie: Summon 178-poi Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magi Roll (-½), Must Have Body Present	5 int c (-1) 5 (2); ayed te 2+[8]
18 DEX 24 13- OCV: 6/DCV: 6 2u 3) Raise Zombie: Summon 178-poi 18 CON 16 13- OCV: 6/DCV: 6 Zombie, Loyal (+½); Gestures (-¼), Requires A Magin 10 BODY 0 11- Incantations (-¼), Requires A Magin 18 INT 8 13- PER Roll 13- Roll (-½), Must Have Body Present	int c (-1) 5 2); ayed te 2+[8]
18 CON 16 13- 10 BODY 0 11- 18 INT 8 13- PER Roll 13- Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magi Roll (-½), Must Have Body Present	c (-1) 5 ½); ayed te 2+[8]
10 BODY 0 11- 18 INT 8 13- PER Roll 13- Incantations (-¼), Requires A Maging Roll (-½), Must Have Body Present	c (-1) 5 (2); ayed te 2+[8]
18 INT 8 13- PER Roll 13- Roll (-½), Must Have Body Present	(-1) 5 ½); ayed te 2+[8]
$1 = P \dots 1 \dots 1 M \dots 1 1 Z 1 Z 1 Z 1 Z 1 Z $	ayed te 2+[8]
	ayed te 2+[8]
20 PRE 10 13- PRE Attack: 4d6 with STR), +2 STUN Multiplier (+½	2+[8]
10 COM 0 11- OAF (-1) plus Drain CON 1d6, Del	2+[8]
Return Rate (points return at the ra 10 PD 6 Total: 20 PD (10 rPD) of 5 per Minute; +¼); OAF (-1),	
10 ED 6 Total: 20 ED (10 rED) Linked (-½), 8 Charges (-½)	
4 SPD 12 Phases: 3, 6, 9, 12 12 Enchanted Robes: Armor (6 PD/6 E	, .
8 REC 0 OIF (-½)	0
36 END 0 3 Soul Gem: Mental Defense	
35 STUN 6 Total Characteristics Cost: 114 (9 points total); OIF (-½)	0
Movement: Running: 6"/12" 3 Soul Gem: Power Defense	0
(5 points); OIF (-½) Cost Powers END 10 Spellsight: Detect Magic 13-	0
38 Summoning: Multipower, 76-point reserve; (Sight Group), Discriminatory	0
all slots Gestures (-¼), Incantations (-¼), 5 Darksight: Nightvision	0
Requires A Magic Roll (-½)	
2u 1) Call Shadow: Summon 366-point Shadow: Castures (14) Incontations (14) 8 Fringe Benefit: Membership (Morb	ana of
Shadow, destures (-/4), meantations (-/4),	alle of
Requires A Magic Roll (-72), Extra	
Time (1 Turn; -1¼) 2u 2) Call Demon Steed: Summon 250- 9 +3 with Summoning Multipower	
2u 2) Call Demon Steed: Summon 250- point Demon Steed, Amicable (+½); Ges-	
tures (-¼), Incantations (-¼), Requires 3 Analyze Magic 13-	
A Magic Roll (-½), Extra Time (1 Turn; 3 Concealment 13-	
7 3 Conversation 13-	- (1/)
2u 3) Call Demon Hound: Summon 240- point Demon Hound: Amicable (+½): 2 Cryptography 13-; Translation Only High Society 13-	(-½)
point Bellion House, Hilliams (172),	
Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time	
(1 Turn; -1¼) 7 3 KS: Arcane And Occult Lore 13-	
3u 4) Rushed Call Demon Hound: Summon 5 KS: Greater Mysteries Of DEMON	
240-Demon Hound, Reduced Endur- 3 Language: Latin (completely fluent)	
ance (½ END; +¼); Gestures (-¼), In-	of GM's
cantations (-¼), Requires A Magic choice (fluent conversation) Roll (-½) 2 3 Oratory 13-	
12 D M : 10	
2u 5) Call Demonling: Summon 233-point 13 Power: Magic 18- Demonling, Amicable (+½); Gestures (-¼), 5 Soul Gem: +4 to Power: Magic Rol	l;
Incantations (-½), Requires A Magic Roll OIF (-½)	
(-½), Extra Time (1 Turn; -1¼) 7 3 Stealth 13-	
2u 6) Call Imp: Summon 224-point Imp. 5 Tactics 14-	
Amicable (+½); Gestures (-¼), Incanta- 5 Teamwork 14- 2 W.F. Common Melos West and	
tions (-¼), Requires A Magic Roll (-½), 2 WF: Common Melee Weapons Extra Time (1 Turn: -1¼) 7 2 Weaponsmith (Muscle-Powered HT	TH) 13_
20 20 1 (CI III)	
2u 7) Dismiss Demon: Dispel Summon 25d6; 30 30 points worth of Skills of the GM (including those he developed as a l	
A Magic Roll (-½), Only Works Against	,
Summoned Demons (-1) 7 Total Powers & Skills Cost: 261	
27 Necromancy: Multipower, 54-point reserve; Total Cost: 375	
all slots Gestures (-¼), Incantations (-¼),	
Requires A Magic Roll (-½)	
2u 1) Command The Undead: Mind Control	
10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus	
Undead (-1) 5	

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE	2u	2) Other-Worldly Movement: Extra-
Sum	moner	Multi		Other-Worlder minor		Dimensional Movement (any location in
speci		Multi	power,	Other Worlder Innior		a single dimension), x8 Increased Mass;
	Char	Cost	Roll	Notes		Gestures (-1/4), Incantations (-1/4), Requires
	STR	10	13-	Lift 400 kg; 4d6 [2]		A Magic Roll (-½) 4
18	DEX	24	13-	OCV: 6/DCV: 6	2u	3) A Quick Getaway: Extra-Dimensional
18	CON	16	13-			Movement (any location in a single
10	BODY	0	11-			dimension), Trigger (variable; +½);
18	INT	8	13-	PER Roll 13-		Gestures (-¼), Incantations (-¼), Requires
	EGO	16	13-	ECV: 6	2	A Magic Roll (-½) 4
	PRE	10	13-	PRE Attack: 4d6	2u	4) A Quick Trip: Teleportation 12", x8
10	COM	0	11-			Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½) 4
10	PD	6		Total: 20 PD (10 rPD)	1u	tions (-¼), Requires A Magic Roll (-½) 4 5) Summon Other-Worldly Denizen I:
	ED	6		Total: 20 ED (10 rED)	Tu	Summon 200-point other-worldly denizen
4	SPD	12		Phases: 3, 6, 9, 12		(choose one type); Gestures (-¼), Incanta-
8	REC	0				tions (-¼), Requires A Magic Roll (-½),
36	END	0				Extra Time (1 Turn; -1 ¹ / ₄) 4
35	STUN	6	Total	Characteristics Cost: 114	1 1u	6) Summon Other-Worldly Denizen II:
M		D	:	C"/12"		Summon 200-point other-worldly denizen
MOV	ement:	Kui	nning:	0 /12		(choose different type); Gestures (-¼),
Cost	Powe	rs		END		ncantations (-1/4), Requires A Magic
38	Sumn	noning.	Multi	power, 76-point reserve;		Roll (-½), Extra Time (1 Turn; -1¼) 4
				·¼), Incantations (-¼),	15	Enchanted Mace: HKA 1d6 (11/2d6
				Roll (-½)		with STR), $+2$ STUN Multiplier ($+\frac{1}{2}$);
2u				ummon 366-point		OAF (-1) plus Drain CON 1d6, Delayed
				(-¼), Incantations (-¼),		Return Rate (points return at the rate
				Roll (-½), Extra		of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
			n; -11/4)			Linked (-½), 8 Charges (-½) 2+[8]
2u				ed: Summon 250-	12	Enchanted Robes: Armor (6 PD/6 ED);
				d, Amicable (+½); Ges-		OIF (-½)
				tions (-¼), Requires	3	Soul Gem: Mental Defense
		gic Ko	II (-½),	Extra Time (1 Turn;	2	(9 points total); OIF (-½)
2u	-1 ¹ / ₄)	all Don	ion Ho	7 und: Summon 240-	3	Soul Gem: Power Defense
Zu				nd, Amicable (+½);	10	(5 points); OIF (-½) 0
	-			antations (-¼), Re-	10	Spellsight: Detect Magic 13- (Sight Group), Discriminatory 0
		-		ll (-½), Extra Time	5	Darksight: Nightvision 0
	-	rn; -11/4	-	7 (72), Extra Time		Durksigni. Nightvision
3u				mon Hound: Summon		Perks
				d, Reduced Endur-	8	Fringe Benefit: Membership (Morbane of
				; Gestures (-1/4), In-		DEMON)
				equires A Magic		Skills
	Roll (2	9	+3 with Summoning Multipower
2u			nonling.	: Summon 233-point		
				ble (+½); Gestures (-¼),	3	Analyze Magic 13-
	Incan	tations	s (-1/4),	Requires A Magic Roll	3	Concealment 13-
	$(-\frac{1}{2}),$	Extra '	Time (1	1 Turn; -1¼) 7	3	Conversation 13-
2u	6) Ca	ıll Imp:	Sumr	non 224-point Imp,	2	Cryptography 13-; Translation Only (-½)
				estures (-¼), Incanta-	3	High Society 13-
				s A Magic Roll (-½),	3	Interrogation 13-
			(1 Turr		3	CK: City Of Operation 13-
2u				: Dispel Summon 25d6;	5	KS: Arcane And Occult Lore 13- KS: Greater Mysteries Of DEMON 15-
				intations (-¼), Requires	3	Language: Latin (completely fluent)
		-		Only Works Against	•	Language: Latin (completely fluent) Language: another ancient language of GM's
0			Demoi		4	choice (fluent conversation)
0				: Multipower, 40-point	3	Oratory 13-
				estures (-¼), Incantations	13	Power: Magic 18-
2				lagic Roll (-½)	5	Soul Gem: +4 to Power: Magic Roll;
2u				he Dimensions: Clairsen-	5	OIF (-½)
				Iearing Group), Dimen- dimension, defined	3	Stealth 13-
				bought); Gestures (-¼),	5	Tactics 14-
				Requires A Magic Roll	5	Teamwork 14-
	(-½)	OII	/ (/4 /) ·	Requires 11 Magic Roll 4	2	WF: Common Melee Weapons
	(/4)			7		-

- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 261 Total Cost: 375

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200+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
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- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
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- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

			MOR	BANE	1	5	Enchanted Mace: HKA 1d6 (11/2d6
Sum	moner	Multi	power.	Thaumaturge minor	_		with STR), +2 STUN Multiplier (+½);
speci			· · · · · · ·				OAF (-1) plus Drain CON 1d6, Delayed
	Char	Cost	Roll	Notes			Return Rate (points return at the rate
20	STR	10	13-	Lift 400 kg; 4d6 [2]			of 5 per Minute; $+\frac{1}{4}$); OAF (-1),
	DEX	24	13-	OCV: 6/DCV: 6			Linked (-½), 8 Charges (-½) 2+[8]
	CON	16	13-		1	2	Enchanted Robes: Armor (6 PD/6 ED);
10	BODY	0	11-				$OIF (-\frac{1}{2}) 0$
18	INT	8	13-	PER Roll 13-	3		Soul Gem: Mental Defense
18	EGO	16	13-	ECV: 6			(9 points total); OIF $(-\frac{1}{2})$
20	PRE	10	13-	PRE Attack: 4d6	3		Soul Gem: Power Defense
10	COM	0	11-				(5 points); OIF (-½) 0
10	DD	6		Total, 20 DD (10 #DD		0	Spellsight: Detect Magic 13-
	PD	6		Total: 20 PD (10 rPD	`		(Sight Group), Discriminatory 0
	ED	6		Total: 20 ED (10 rED) 5		Darksight: Nightvision 0
	SPD	12		Phases: 3, 6, 9, 12			Perks
8	REC	0			8		Fringe Benefit: Membership (Morbane of
	END	0 6	Takal	Chamantanistias Coat. 1			DEMON)
33	STUN	0	Total	Characteristics Cost: 1	114		· ·
Mov	ement:	Rur	nning:	6"/12"			Skills
Coct	Powe	re			ND 9		+3 with Summoning Multipower
38			. 1/1,1+		2		Analyze Magic 13-
36				power, 76-point reserve	3		Concealment 13-
				1/4), Incantations (-1/4), Roll (-1/2)	3		Conversation 13-
2u				ummon 366-point	2		Cryptography 13-; Translation Only (-½)
Zu				(-¼), Incantations (-¼),	2		High Society 13-
				Roll (-½), Extra	3		Interrogation 13-
			n; -11/4		7 3		CK: City Of Operation 13-
2u				ed: Summon 250-	3		KS: Arcane And Occult Lore 13-
Zu				d, Amicable (+½); Ges-	5		KS: Greater Mysteries Of DEMON 15-
				tions (-¼), Requires	3		Language: Latin (completely fluent)
				Extra Time (1 Turn;	2		Language: another ancient language of GM's
	-11/4)	510 100	11 (/2),	Latra Time (T Tarii,	7		choice (fluent conversation)
2u		ill Den	ıon Ho	und: Summon 240-	3		Oratory 13-
				nd, Amicable (+½);	1	3	Power: Magic 18-
				intations (-¼), Re-	5		Soul Gem: +4 to Power: Magic Roll;
				ll (-½), Extra Time			OIF (-½)
		rn; -1½		- (, - , , =	7 3		Stealth 13-
3u				non Hound: Summon	5		Tactics 14-
	,			d, Reduced Endur-	5		Teamwork 14-
				; Gestures (-¼), In-	2		WF: Common Melee Weapons
				quires A Magic	2		Weaponsmith (Muscle-Powered HTH) 13-
	Roll (2 3	0	30 points' worth of Skills of the GM's choice
2u			ionling	: Summon 233-point			(including those he developed as a Brother)
				ble (+½); Gestures (-¼)),		
				Requires A Magic Roll	T		ll Powers & Skills Cost: 262
				Turn; -1¼)	7 T	ota	d Cost: 376
2u				non 224-point Imp,			
	Amic	able (+	-½); Ge	estures (-¼), Incanta-			
				s A Magic Roll (-½),			
			(1 Turi		7		
2u				: Dispel Summon 25d6	;		
				ntations (-¼), Requires			
				Only Works Against			
			Demo		7		
31				y: Variable Power			
				control cost; Ges-			
				tions (-¼), Only			
		c (-¼).			ar		

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Powerhungry (Common, Total)
- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 26 Experience Points

THE THAUMATURGE

MORBANE

That	Thaumaturge Variable Power Pool											
Val	Char `	Cost	Roll	Notes								
20	STR	10	13-	Lift 400 kg; 4d6 [2]								
18	DEX	24	13-	OCV: 6/DCV: 6								
18	CON	16	13-									
10	BODY	0	11-									
18	INT	8	13-	PER Roll 13-								
18	EGO	16	13-	ECV: 6								
20	PRE	10	13-	PRE Attack: 4d6								
10	COM	0	11-									
10	PD	6		Total: 20 PD (10 rPD)								
10	ED	6		Total: 20 ED (10 rED)								
4	SPD	12		Phases: 3, 6, 9, 12								
8	REC	0										
36	END	0										
35	STUN	6	Total	Characteristics Cost: 114								

Movement: Running: 6"/12"

Cost Powers

- 80 Thaumaturgy: Variable Power Pool, 62 base + 31 control cost (93 Active Points); Gestures (-¼), Incantations (-¼), Only Magic (-¼).
- 15 Enchanted Mace: HKA 1d6 (1½d6 with STR), +2 STUN Multiplier (+½);
 OAF (-1) plus Drain CON 1d6, Delayed
 Return Rate (points return at the rate of 5 per Minute; +½); OAF (-1),
 Linked (-½), 8 Charges (-½) 2+[8]
- 12 Enchanted Robes: Armor (6 PD/6 ED); OIF (-½)
- 3 Soul Gem: Mental Defense (9 points total); OIF (-½)
- 3 Soul Gem: Power Defense (5 points); OIF (-½) 10 Spellsight: Detect Magic 13-
- (Sight Group), Discriminatory 0
 5 Darksight: Nightvision 0
- 3 Individual Morbane abilities, created by GM

Perks

8 Fringe Benefit: Membership (Morbane of DEMON)

Skills

- 9 +3 with Thaumaturgy Variable Power Pool
- 3 Analyze Magic 13-
- 3 Concealment 13-
- 3 Conversation 13-
- 2 Cryptography 13-; Translation Only (-½)
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: City Of Operation 13-
- 3 KS: Arcane And Occult Lore 13-
- 5 KS: Greater Mysteries Of DEMON 15-
- 3 Language: Latin (completely fluent)
- 2 Language: another ancient language of GM's choice (fluent conversation)
- 3 Oratory 13-
- 13 Power: Magic 18-

- 5 Soul Gem: +4 to Power: Magic Roll; OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- WF: Common Melee Weapons
- Weaponsmith (Muscle-Powered HTH) 13-
- 30 30 points' worth of Skills of the GM's choice (including those he developed as a Brother)

Total Powers & Skills Cost: 262

Total Cost: 376

200+ Disadvantages

- Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 20 Hunted: Trismegistus Council 8- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/ Kill)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
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- 20 Psychological Limitation: Self-Centered And Amoral (Common, Total)
- 15 Social Limitation: Secret Identity (varies) (Frequently, Major)
- 15 Susceptibility: to holy places and objects, takes 1d6 damage per Turn when on holy ground, in a holy place, or within 1" of a holy object (Common)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 10 Vulnerability: 2 x STUN from Holy/Divine Magic (Uncommon)
- 25 Experience Points

0

0

0

DEMON-BOUND

DEMON DROTTLER								
ıtiful, G	loriou	s Evil						
Char	Cost	Roll	Notes					
STR	5	12-	Lift 200 kg; 3d6 [1]					
DEX	24	13-	OCV: 6/DCV: 6					
CON	10	12-						
BODY	10	12-						
INT	2	11-	PER Roll 11-					
EGO	4	11-	ECV: 4					
PRE	9	13-	PRE Attack: 4d6					
COM	10	15-						
PD	1		Total: 16 PD (12 rPD)					
ED	1		Total: 16 ED (12 rED)					
SPD	14		Phases: 3, 6, 9, 12					
REC	4							
END	10							
STUN	9	Total	Characteristics Cost:113					
	Char STR DEX CON BODY INT EGO PRE COM PD ED SPD REC END	Char Cost STR 5 DEX 24 CON 10 BODY 10 INT 2 EGO 4 PRE 9 COM 10 PD 1 ED 1 SPD 14 REC 4 END 10	tiful, Glorious Evil Char Cost Roll STR 5 12- DEX 24 13- CON 10 12- BODY 10 12- INT 2 11- EGO 4 11- PRE 9 13- COM 10 15- PD 1 ED 1 SPD 14 REC 4 END 10					

DEMON BROTHER

Movement: Running: 6"/12"

Cost	Powers	END
14	Brazen Wand: Multipower, 35-point	
	reserve, all OAF (-1), 8 Charges on entir	e
	Multipower (-½)	[8]
2u	1) Eldritch Blast: Energy Blast 7d6;	
	OAF (-1)	
2u	2) Deadly Blast: RKA 2d6+1; OAF (-1)	
12	Amulet Of Protection: Armor (6 PD/	
	6 ED); OIF (-½)	0
3	Amulet Of Protection: Power Defense	
	(5 points); OIF (-½)	0
18	Tough Skin: Armor (6 PD/6 ED)	0
20	Infernal Vitality: Physical and Energy	
	Damage Reduction, 25%	0
60	Unholy Beauty: Mind Control 10d6,	
	Telepathic (+1/4), Reduced Endurance	
	(0 END; +½), Area Of Effect (9" Radius;	
	+11/4); No Range (-1/2), Set Effect ("love	
	me, don't hurt me"; -1)	0

Perks

10

1 Fringe Benefit: Membership (Brother of DEMON)

Difficult To Harm: +2 DCV

Skills

- 1 KS: Arcane And Occult Lore 8-
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-
- 3 Stealth 11-
- 3 Streetwise 12-

9 Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 162

Total Cost: 275

50+ Disadvantages

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- Hunted: UNTIL 8- (Mo Pow, NCI, Capture)Hunted: DEMON 8- (Mo Pow, NCI, Watch-
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 more points' worth of Disadvantages appropriate to individual Brother

		DE	MONI	BROTHER			
The Devil In Mind							
	Char	Cost	Roll	Notes			
15	STR	5	12-	Lift 200 kg; 3d6 [1]			
18	DEX	24	13-	OCV: 6/DCV: 6			
15	CON	10	12-				
15	BODY	10	12-				
12	INT	2	11-	PER Roll 11-			
19		11	13-	ECV: 6			
19	PRE	9	13-	PRE Attack: 4d6			
10	COM	0	11-				
4	PD	1		Total: 16 PD (12 rPD)			
4	ED	1		Total: 16 ED (12 rED))		
4	SPD	14		Phases: 3, 6, 9, 12			
8	REC	4					
50 40	END STUN	10 9	Total	Characteristics Cost:1	17		
	ement:		ning:				
_			iiiiig.		ın		
Cost			J. Mad	EN	עו		
14				tipower, 35-point .), 8 Charges on entire			
		ower			8]		
2u				Energy Blast 7d6;	o]		
24	OAF (,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	mergy blast / do,			
2u			last: R	KA 2d6+1; OAF (-1)			
12				on: Armor (6 PD/			
		; OĬF (0		
3				on: Power Defense			
			IF (-½		0		
18	Tough	Skin:	Armo	(6 PD/6 ED)	0		
20				hysical and Energy	0		
41			luction	, 25% Belial: Multipower,	0		
41				l slots Activation Roll			
	14- (-		ci vc, ai	i siots Activation Ron			
4u			Control	: Mind Control			
				¹ / ₄); Activation			
		4- (-½		•	6		
4u	2) <i>Inf</i>	ernal 1	mages:	Mental Illusions			
				oll 14- (-½)	6		
4u				: Mind Scan 12d6;			
			oll 14-		6		
4u				Ego Attack 6d6;			
0			oll 14-		6		
9		ıı Dele	nse (9	points + EGO/5)	0		
	Perks	_					
1			fit: Me	mbership (Brother of			
	DEMO	JN)					
	Skills						
1	KS: Aı	rcane A	And Oc	ccult Lore 8-			
2				es Of DEMON 11-			
2			Broth	er 11-			
3	Stealth		_				
3	Street	wise 12	2-				

Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 158 Total Cost: 275

50+ Disadvantages

- Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 more points' worth of Disadvantages appropriate to individual Brother

	DEMON BROTHER							
The	The Doppleganger							
Val	Char	Cost	Roll	Notes				
15	STR	5	12-	Lift 200 kg; 3d6 [1]				
18	DEX	24	13-	OCV: 6/DCV: 6				
15	CON	10	12-					
15	BODY	10	12-					
12	INT	2	11-	PER Roll 11-				
12	EGO	4	11-	ECV: 4				
19	PRE	9	13-	PRE Attack: 4d6				
10	COM	0	11-					
4	PD	1		Total: 16 PD (12 rPD)				
4	ED	1		Total: 16 ED (12 rED)				
4	SPD	14		Phases: 3, 6, 9, 12				
8	REC	4						
50	END	10						
40	STUN	9	Total	Characteristics Cost:103				

Cost	Powers	END
14	Brazen Wand: Multipower, 35-point	
	reserve, all OAF (-1), 8 Charges on entire	e
	Multipower (-½)	[8]
2u	1) Eldritch Blast: Energy Blast 7d6;	
	OAF (-1)	
2u	2) Deadly Blast: RKA 2d6+1; OAF (-1)	
12	Amulet Of Protection: Armor (6 PD/	
	6 ED); OIF (-½)	0
3	Amulet Of Protection: Power Defense	
	(5 points); OIF (-½)	0
18	Tough Skin: Armor (6 PD/6 ED)	0
20	Infernal Vitality: Physical and Energy	
	Damage Reduction, 25%	0
70	Demonic Doubling: Variable Power Pool	
	(Mimic Pool), 50 base + 25 control cost;	
	No Skill Roll Required (+1); Requires	
	Successful HTH Attack (-½), VPP	
	Mimics Target's Powers (-1/2), Powers	
	May Only Be As Powerful As Target's	
	Powers (-½)	var
5	Two-Faced: 360-Degree Perception for	
	Normal Sight	0

Perks

Fringe Benefit: Membership (Brother of DEMON)

Skills

- 4 +2 OCV with Hand-To-Hand Attack
- KS: Arcane And Occult Lore 8-1
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-
- Stealth 11-3
- 3 Streetwise 12-
- Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/ TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

- **50**+ **Disadvantages**
- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watch-
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 5 more points' worth of Disadvantages appropriate to individual Brother

Total Disadvantage Points: 274

Total Powers & Skills Cost: 171 Total Cost: 274

	DEMON BROTHER								
The	The Evil Quintuplets								
Val	Char	Cost	Roll	Notes					
15	STR	5	12-	Lift 200 kg; 3d6 [1]					
18		24	13-	OCV: 6/DCV: 6					
	CON	10	12-						
	BODY		12-	DED D. II 11					
	INT	2	11-	PER Roll 11-					
	EGO PRE	4 9	11- 13-	ECV: 4 PRE Attack: 4d6					
10	COM	0	11-	TRE Attack. 400					
				Tatal 16 DD (12 mD	D)				
4	PD ED	1 1		Total: 16 PD (12 rP) Total: 16 ED (12 rE)					
4	SPD	14		Phases: 3, 6, 9, 12	D)				
8	REC	4		1 114303. 3, 0, 7, 12					
50		10							
40	STUN	9	Total	Characteristics Cost	t:103				
Mov	ement:	Run	ning:	6"/12"					
Cost	Powe	rs			END				
14		n Wan	d: Mul	ltipower, 35-point					
				1), 8 Charges on entire	2				
		power			[8]				
2u	1) Ela	dritch l	Blast: I	Energy Blast 7d6;					
	OAF (
2u				KA 2d6+1; OAF (-1)					
12				on: Armor (6 PD/					
2		; OIF (Danier Dafance	0				
3			то <i>іес</i> но НF (-½	on: Power Defense	0				
18				r (6 PD/6 ED)	0				
20				hysical and Energy	U				
20			luction		0				
51				s four 204-point					
	Dupli		`	1	0				
20			specific	group (Duplicates)					
	of up	to any	4 mino	ds, Psychic Bond	0				
	Perks								
1	Fringe	e Bene	fit: Me	mbership (Brother of					
	DEM			• •					
	Skills								
1	KS: A	rcane A	And O	ccult Lore 8-					
2	KS: Le	esser N	Iysteri	es Of DEMON 11-					
2	PS: D	EMON	Broth	er 11-					
3	Stealt	h 11-							
3		wise 1							
9		work 1		C 41 C 11 ·					
9				from the following	~				
				Conversation, Crypto					
				rgery (3 points' worth					
	Dallill	ming (3	, pomit	s' worth), Interrogation	11,				

Total Powers & Skills Cost: 172 Total Cost: 275

Brazen Wand

Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with

50+ Disadvantages

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 5 more points' worth of Disadvantages appropriate to individual Brother

	DEMON BROTHER						
The	The Face Of The Gorgon						
Val	Char	Cost	Roll	Notes			
15	STR	5	12-	Lift 200 kg; 3d6 [1]			
18	DEX	24	13-	OCV: 6/DCV: 6			
15	CON	10	12-				
15	BODY	10	12-				
12	INT	2	11-	PER Roll 11-			
12	EGO	4	11-	ECV: 4			
19	PRE	9	13-	PRE Attack: 4d6			
10	COM	0	11-				
4	PD	1		Total: 16 PD (12 rPD)			
4	ED	1		Total: 16 ED (12 rED)			
4	SPD	14		Phases: 3, 6, 9, 12			
8	REC	4					
50	END	10					
40	STUN	9	Total	Characteristics Cost:103			

Cost	Powers	END
14	Brazen Wand: Multipower, 35-point	
	reserve, all OAF (-1), 8 Charges on entir	e
	Multipower (-½)	[8]
2u	1) Eldritch Blast: Energy Blast 7d6;	
	OAF (-1)	
2u	2) Deadly Blast: RKA 2d6+1; OAF (-1)	
12	Amulet Of Protection: Armor (6 PD/	
	6 ED); OIF (-½)	0
3	Amulet Of Protection: Power Defense	
	(5 points); OIF (-½)	0
18	Tough Skin: Armor (6 PD/6 ED)	0
20	Infernal Vitality: Physical and Energy	
	Damage Reduction, 25%	0
67	Major Transform 3d6 (man into statue,	
	heals back normally), Partial Trans-	
	form (+½)	7

Perks

1 Fringe Benefit: Membership (Brother of DEMON)

Skills

- 12 +6 OCV with Transform
- 1 KS: Arcane And Occult Lore 8-
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-
- 3 Stealth 11-
- 3 Streetwise 12-
- Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/ TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 171

Total Cost: 274

50+ **Disadvantages**

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watch-10
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 5 more points' worth of Disadvantages appropriate to individual Brother

Total Disadvantage Points: 274

		DE	MON	BROTHER				
The	Fallen I	nto Fl	ames					
Val	Char	Cost	Roll	Notes				
15	STR	5	12-	Lift 200 kg; 3d6 [1]				
18	DEX	24	13-	OCV: 6/DCV: 6				
	CON		12-					
15	BODY	10	12-					
12	INT	2	11-	PER Roll 11-				
12	EGO	4	11-	ECV: 4				
19	PRE	9	13-	PRE Attack: 4d6				
10	COM	0	11-					
4	PD	1		Total: 16 PD (12 rPD)				
4	ED	1		Total: 16 ED (12 rED)				
4	SPD	14		Phases: 3, 6, 9, 12				
8	REC	4						
50	END	10						
40	STUN	9	Total	Characteristics Cost:103				
Mov	ement:	Run	ning:	6"/12"				
Cost	Power	rs		END				
14	Brazei	n Wan	d: Mul	ltipower, 35-point				
	reserv	e, all C	OAF (-1	1), 8 Charges on entire				
	Multip	Multipower $(-\frac{1}{2})$ [8]						
2u	1) Ela	lritch I	Blast: I	Energy Blast 7d6;				
	OAF (
2u	2) De	adly B	last: R	KA 2d6+1; OAF (-1)				
12				on: Armor (6 PD/				
		; OĬF (0				
3	Amule	Amulet Of Protection: Power Defense						

Multipower (-½) [8]

2u 1) Eldritch Blast: Energy Blast 7d6;
OAF (-1)

2u 2) Deadly Blast: RKA 2d6+1; OAF (-1)

12 Amulet Of Protection: Armor (6 PD/6 ED); OIF (-½)

3 Amulet Of Protection: Power Defense
(5 points); OIF (-½)

18 Tough Skin: Armor (6 PD/6 ED)

20 Infernal Vitality: Physical and Energy
Damage Reduction, 25%

24 Elemental Control, 48-point powers

24 1) Wings Of Demonic Fire: Flight 24"

5

Perks

27

Fringe Benefit: Membership (Brother of DEMON)

0

2) *Infernal Mantle:* HKA 1d6+1, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½);

Skills

- 4 +2 with Flight
- 1 KS: Arcane And Occult Lore 8-
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-

No STR Bonus (-1/2)

- 3 Stealth 11-
- 3 Streetwise 12-
- Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 171

Total Cost: 274

50+ Disadvantages

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 more points' worth of Disadvantages appropriate to individual Brother

	DEMON BROTHER							
The	The Healing Touch Of Astaroth							
Val	Char	Cost	Roll	Notes				
15	STR	5	12-	Lift 200 kg; 3d6 [1]				
18	DEX	24	13-	OCV: 6/DCV: 6				
15	CON	10	12-					
15	BODY	10	12-					
12	INT	2	11-	PER Roll 11-				
12	EGO	4	11-	ECV: 4				
19	PRE	9	13-	PRE Attack: 4d6				
10	COM	0	11-					
4	PD	1		Total: 16 PD (12 rPD)				
4	ED	1		Total: 16 ED (12 rED)				
4	SPD	14		Phases: 3, 6, 9, 12				
8	REC	4						
50	END	10						
40	STUN	9	Total	Characteristics Cost:103				

Cost	Powers	END
14	Brazen Wand: Multipower, 35-point	
	reserve, all OAF (-1), 8 Charges on entir	e
	Multipower (-½)	[8]
2u	1) Eldritch Blast: Energy Blast 7d6;	
	OAF (-1)	
2u	2) Deadly Blast: RKA 2d6+1; OAF (-1)	
12	Amulet Of Protection: Armor (6 PD/	
	6 ED); OIF (-½)	0
3	Amulet Of Protection: Power Defense	
	(5 points); OIF (-½)	0
18	Tough Skin: Armor (6 PD/6 ED)	0
20	Infernal Vitality: Physical and Energy	
	Damage Reduction, 25%	0
72	Demonic Healing: Transfer 21/2d6	
	(target's BODY to character's BODY,	
	STUN, or END), Ranged (+½), Variable	
	Effect (either BODY, STUN, or END,	
	one at a time; +1/4), Transfer To	
	Other (+½); Activation Roll 15- (-¼)	9

Fringe Benefit: Membership (Brother of 1 DEMON)

Skills

- 8 +4 OCV with Demonic Healing
- 1 KS: Arcane And Occult Lore 8-
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-
- 3 Stealth 11-
- 3 Streetwise 12-
- Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/ TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 172

Total Cost: 275

50+ **Disadvantages**

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watch-
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 5 more points' worth of Disadvantages appropriate to individual Brother

Total Disadvantage Points: 275

DEMON BROTHER								
71	TT							
Val	Horror Char	Cost	Bark Roll	Notes				
15	STR	5	12-	Lift 200 kg; 3d6 [1]	l			
18		24	13-	OCV: 6/DCV: 6	I			
	CON	10	12-	001.0/201.0				
	BODY		12-					
12	INT	2	11-	PER Roll 11-				
12	EGO	4	11-	ECV: 4				
19	PRE	9	13-	PRE Attack: 4d6				
10	COM	0	11-					
4	PD	1		Total: 16 PD (12 r	PD)			
4	ED	1		Total: 16 ED (12 r				
4	SPD	14		Phases: 3, 6, 9, 12				
8	REC	4						
	END	10						
40	STUN	9	Total	Characteristics Co	st:103			
Mov	Movement: Running: 6"/12"							
Cost	Powe	rs			END			
14	Braze	n Wan	d: Mul	tipower, 35-point				
), 8 Charges on enti	re			
		power			[8]			
2u			Blast: I	Energy Blast 7d6;				
	OAF							
2u				KA 2d6+1; OAF (-1))			
12				on: Armor (6 PD/	0			
2		; OIF (nus Dorman Dafanca	0			
3			rοτε <i>сτι</i> ο IF (-½	on: Power Defense	0			
18				r (6 PD/6 ED)	0			
20				hysical and Energy	U			
20			luction		0			
7				Parkness (-¼)	0			
35				arkness to Sight				
				ersonal Immunity (+	1/4),			
				e (0 END; +½);				
		ange (-			0			
30	Fangs	: HKA	. 2d6 (3	3d6 with STR)	3			
	Perks							
1	Fringe	e Bene	fit: Me	mbership (Brother o	of			
	DEM			•				
	Skills							
8			h Fang	re.				
0	1400	J V WIL	ii i aiig	S				
1	KS: A	rcane A	And O	ccult Lore 8-				
2				es Of DEMON 11-				
2			Broth					
3	Stealt	h 11-						
3		wise 12						
9				from the following				
				Conversation, Crypt				
				rgery (3 points' wort				
				s' worth), Interrogati				
				al (3 points' worth),				
				of KSs/Languages/S t Combat Skill Level				
		v rs, i		i Combat Skill Level	WILII			

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 5 more points' worth of Disadvantages appropriate to individual Brother

Total Disadvantage Points: 275

Total Powers & Skills Cost: 172 Total Cost: 275

Brazen Wand

	DEMON BROTHER							
The	The Infernal Deceiver							
Val	Char	Cost	Roll	Notes				
15	STR	5	12-	Lift 200 kg; 3d6 [1]				
18	DEX	24	13-	OCV: 6/DCV: 6				
15	CON	10	12-					
15	BODY	10	12-					
12	INT	2	11-	PER Roll 11-				
12	EGO	4	11-	ECV: 4				
19	PRE	9	13-	PRE Attack: 4d6				
10	COM	0	11-					
4	PD	1		Total: 16 PD (12 rPD)				
4	ED	1		Total: 16 ED (12 rED)				
4	SPD	14		Phases: 3, 6, 9, 12				
8	REC	4						
50	END	10						
40	STUN	9	Total	Characteristics Cost:103				

Cost	Powers	END
14	Brazen Wand: Multipower, 35-point	
	reserve, all OAF (-1), 8 Charges on entire	e
	Multipower (-½)	[8]
2u	1) Eldritch Blast: Energy Blast 7d6;	
	OAF (-1)	
2u	2) <i>Deadly Blast</i> : RKA 2d6+1; OAF (-1)	
12	Amulet Of Protection: Armor (6 PD/	
	6 ED); OIF (-½)	0
3	Amulet Of Protection: Power Defense	
	(5 points); OIF (-½)	0
18	Tough Skin: Armor (6 PD/6 ED)	0
20	Infernal Vitality: Physical and Energy	
	Damage Reduction, 25%	0
51	Adramalekian Manipulations: Sight,	
	Hearing, and Smell/Taste Group Images,	,
	-3 to PER Rolls, Increased Size (8"	
	radius; +¾)	5
27	+8 DCV, Costs Endurance (-½)	3

Perks

Fringe Benefit: Membership (Brother of DEMON)

Skills

- 1 KS: Arcane And Occult Lore 8-
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-
- 3 Stealth 11-
- 3 Streetwise 12-
- 9 Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 170

Total Cost: 273

50+ Disadvantages

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 more points' worth of Disadvantages appropriate to individual Brother

		DE	MONI	DDATHED			
3.51	1			BROTHER			
	ed In Th	_		Notes			
	Char STR	Cost 5	Roll 12-	Notes			
15 18	DEX	24	13-	Lift 200 kg; 3d6 [1] OCV: 6/DCV: 6			
	CON	24 10	12-	OCV: 6/DCV: 6			
15	BODY		12-				
12	INT	2	11-	PER Roll 11-			
12	EGO	4	11-	ECV: 4			
19	PRE	9	13-	PRE Attack: 4d6			
10	COM	0	11-	TRE Milack. 400			
			11				
4	PD	1		Total: 16 PD (12 rPD	-		
4	ED	1		Total: 16 ED (12 rED)		
4	SPD	14		Phases: 3, 6, 9, 12			
8	REC	4					
50	END	10	m . 1				
40	STUN	9	Total	Characteristics Cost:	103		
Mov	ement:	Run	ning: (6"/12"			
Cost	Power	'S		EI	ND.		
14			d∙ Mul	tipower, 35-point			
), 8 Charges on entire			
	Multip				8]		
2u				Energy Blast 7d6;	.~1		
	ÓAF (67			
2u			last: R	KA 2d6+1; OAF (-1)			
12				on: Armor (6 PD/			
	6 ED);			·	0		
3				n: Power Defense			
	(5 points); OIF (-½)						
18				(6 PD/6 ED)	0		
20				nysical and Energy			
			luction		0		
60				Multipower, 90-point			
				fense Depends On			
	Materials Used (-½)						
6u				g: Entangle 9d6; De-			
_				Materials Used (-½)	9		
6u				ling: Entangle 6d6,			
				e Hex; $+\frac{1}{2}$); Defense	0		
<i>C</i>				rials Used (-½)	9		
6u				<i>ig:</i> Entangle 4d6, Area a; +1¼); Defense			
				rials Used (-½)	9		
	Depen	ius Oi	i iviatei	1d18 USEU (-72))		
	Perks						
1	Fringe	Bene	fit: Me	mbership (Brother of			
	DEMO	ON)					
	Skills						
2		CV wit	h First	Binding			
		•		U			
1	KS: Ar	cane A	And Oc	cult Lore 8-			
2	KS: Le	sser N	lysterie	es Of DEMON 11-			
2			Broth				
3	Stealth	ı 11-					
3	Streety	wise 12	2-				

Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 172 Total Cost: 275

50+ Disadvantages

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 more points' worth of Disadvantages appropriate to individual Brother

	DEMON BROTHER						
The	The Size Of The Behemoth						
Val	Char	Cost	Roll	Notes			
15	STR	5	12-	Lift 200 kg; 3d6 [1]			
18	DEX	24	13-	OCV: 6/DCV: 6			
15	CON	10	12-				
15	BODY	10	12-				
12	INT	2	11-	PER Roll 11-			
12	EGO	4	11-	ECV: 4			
19	PRE	9	13-	PRE Attack: 4d6			
10	COM	0	11-				
4	PD	1		Total: 16 PD (12 rPD)			
4	ED	1		Total: 16 ED (12 rED)			
4	SPD	14		Phases: 3, 6, 9, 12			
8	REC	4					
80	END	25					
53	STUN	22	Total	Characteristics Cost:131			

Powers	END
Brazen Wand: Multipower, 35-point	
reserve, all OAF (-1), 8 Charges on entire	e
Multipower (-½)	[8]
1) Eldritch Blast: Energy Blast 7d6;	
OAF (-1)	
2) Deadly Blast: RKA 2d6+1; OAF (-1)	
Amulet Of Protection: Armor (6 PD/	
6 ED); OIF (-½)	0
Amulet Of Protection: Power Defense	
(5 points); OIF (-½)	0
Tough Skin: Armor (6 PD/6 ED)	0
Infernal Vitality: Physical and Energy	
Damage Reduction, 25%	0
Behemoth's Blessing: Growth (+45 STR,	
+9 BODY, +9 STUN, -9" KB, 50,000 kg,	
-6 DCV, +6 PER Rolls to perceive	
character, 16 m tall, 8 m wide)	0
Behemoth's Fists: HA +2d6; Hand-To-	
Hand Attack (-½)	1
	Brazen Wand: Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½) 1) Eldritch Blast: Energy Blast 7d6; OAF (-1) 2) Deadly Blast: RKA 2d6+1; OAF (-1) Amulet Of Protection: Armor (6 PD/6 ED); OIF (-½) Amulet Of Protection: Power Defense (5 points); OIF (-½) Tough Skin: Armor (6 PD/6 ED) Infernal Vitality: Physical and Energy Damage Reduction, 25% Behemoth's Blessing: Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m tall, 8 m wide) Behemoth's Fists: HA +2d6; Hand-To-

Perks

Fringe Benefit: Membership (Brother of DEMON)

Skills

- 1 KS: Arcane And Occult Lore 8-
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-
- 3 Stealth 11-
- 3 Streetwise 12-
- 9 Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 144

Total Cost: 275

50+ Disadvantages

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 more points' worth of Disadvantages appropriate to individual Brother

		DE	MONJ	BROTHER	
The	Cmimit O		.,10111	JI J	
	Spirit O	_	D-II	Natas	
Val		Cost	Roll	Notes	
15	STR	5	12-	Lift 200 kg; 3d6 [1]	
18	DEX	24	13-	OCV: 6/DCV: 6	
	CON	10	12-		
	BODY		12-	DED D. II.	
	INT	2	11-	PER Roll 11-	
	EGO	4	11-	ECV: 4	
	PRE	9	13-	PRE Attack: 4d6	
10	COM	0	11-		
4	PD	1		Total: 16 PD (12 rPD))
4	ED	1		Total: 16 ED (12 rED)	
4	SPD	14		Phases: 3, 6, 9, 12	,
8	REC	4		, , ,	
50	END	10			
40	STUN	9	Total	Characteristics Cost:1	03
Mov	ement:	Run	ning:	6"/12"	
Cost	Power	'S		EN	ID
14			d: Mul	tipower, 35-point	_
**), 8 Charges on entire	
	Multip				8]
2u				Energy Blast 7d6;	~ 1
	OAF (311018/ 21400 / 410,	
2u			last: R	KA 2d6+1; OAF (-1)	
12				on: Armor (6 PD/	
12	6 ED);			m Immor (01D)	0
3				on: Power Defense	
			IF (-½		0
18				(6 PD/6 ED)	0
20				hysical and Energy	•
			luction		0
50				: Desolidification	U
				, Reduced Endurance	
	(½ EN	•	_	, reduced Efficience	3
20				d: Affects Physical	5
			for 10 S		2
9				+4 DCV; Does Not	_
				dification Is	
				ot Work Against	
				l Attacks (-¼)	2
				- 1100000 (/4)	_
	Perks		_		
1	-		fit: Me	mbership (Brother of	
	DEMO	ON)			
	Skills				
2		cana	\nd O	ccult Lore 11-	
2					
2			I Broth	es Of DEMON 11-	
3	Stealth		biom	CI 11-	
3	Streety		,		
9				from the following	
9				from the following	
				Conversation, Cryptog-	
				rgery (3 points' worth),	
	r-amh	ung (3	points	s' worth), Interrogation,	
		4	·	1 (2	
	Persua			al (3 points' worth), Tac-	
	Persua tics, 3	points	'worth	of KSs/Languages/SSs/	'
	Persua tics, 3	points /Fs, 1	' worth 3-poin		'

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 10 Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 5 more points' worth of Disadvantages appropriate to individual Brother

Total Disadvantage Points: 275

Total Powers & Skills Cost: 172

Total Cost: 275

	DEMON BROTHER						
The	The Strength Of Legion						
Val	Char	Cost	Roll	Notes			
60	STR	50	21-	Lift 100.0 tons kg; 12d6			
18	DEX	24	13-	OCV: 6/DCV: 6			
25	CON	30	14-				
15	BODY	10	12-				
12	INT	2	11-	PER Roll 11-			
12	EGO	4	11-	ECV: 4			
19	PRE	9	13-	PRE Attack: 4d6			
10	COM	0	11-				
13	PD	1		Total: 25 PD (12 rPD)			
13	ED	8		Total: 25 ED (12 rED)			
4	SPD	14		Phases: 3, 6, 9, 12			
19	REC	4					
70	END	10					
47	STUN	9	Total	Characteristics Cost:175			

Coct Dowers

COST	Powers	ENV
14	Brazen Wand: Multipower, 35-point	
	reserve, all OAF (-1), 8 Charges on entire	e
	Multipower (-½)	[8]
2u	1) Eldritch Blast: Energy Blast 7d6;	
	OAF (-1)	
2u	2) Deadly Blast: RKA 2d6+1; OAF (-1)	
12	Amulet Of Protection: Armor (6 PD/	
	6 ED); OIF (-½)	0
3	Amulet Of Protection: Power Defense	
	(5 points); OIF (-½)	0
18	Tough Skin: Armor (6 PD/6 ED)	0
20	Infernal Vitality: Physical and Energy	
	Damage Reduction, 25%	0
	-	

Perks

Fringe Benefit: Membership (Brother of DEMON)

Skills

- 8 +4 OCV with Punch
- 1 KS: Arcane And Occult Lore 8-
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-
- 3 Stealth 11-
- 3 Streetwise 12-
- 9 Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

Total Powers & Skills Cost: 100

Total Cost: 275

50+ Disadvantages

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 5 more points' worth of Disadvantages appropriate to individual Brother

Total Disadvantage Points: 275

END

		DE	MON I	BROTHER		
The	Trod Ur			Of Darkness		
Val	Char	Cost	Roll	Notes		
15	STR	5	12-	Lift 200 kg; 3d6 [1]		
	DEX	24	13-	OCV: 6/DCV: 6		
	CON	10	12-			
	BODY	10	12-	DED D 11.11		
12		2	11-	PER Roll 11-		
12 19		4 9	11- 13-	ECV: 4 PRE Attack: 4d6		
	COM	0	11-	FRE Attack: 400		
		-	11-		,	
4	PD	1		Total: 16 PD (12 rPD		
4	ED	1		Total: 16 ED (12 rED	')	
4 8	SPD REC	14 4		Phases: 3, 6, 9, 12		
50		10				
40	STUN	9	Total	Characteristics Cost:	103	
Mov	ement:	Kun	ning: (5"/12"		
Cost		_		-	ND	
14				tipower, 35-point		
), 8 Charges on entire		
2	Multip				[8]	
2u	OAF (slast: E	Energy Blast 7d6;		
2u			lact. Ri	KA 2d6+1; OAF (-1)		
12				on: Armor (6 PD/		
12	6 ED);			m. minor (o i D)	0	
3				n: Power Defense		
			IF (-½		0	
18		Tough Skin: Armor (6 PD/6 ED) 0				
20	Inferna	al Vita	lity: Pl	nysical and Energy		
	Damage Reduction, 25% 0					
70	Blessing Of The Demon-Bound: Aid					
	Demon-Bound 8d6, any Demon-Bound					
	ability one at a time (+¼), Ranged (+½); Side Effect (character suffers 3d6 Normal					
				curs; -½), Others		
	Only (ays occ	turs, - /2), Others	0	
		72)			U	
	Perks	D .	C. 3.6	1 1: (P d C		
1	-		ht: Me	mbership (Brother of		
	DEMO	JN)				
	Skills					
10	+5 OC	V wit	h Aid			
1	TZC A		. 10	16 T O		
1				cult Lore 8-		
2 2			iysterie I Broth	es Of DEMON 11-		
3	Stealth		DIOUI	C1 11-		
3	Streety		2-			
9				from the following		
				Conversation, Cryptog	-	
				gery (3 points' worth),		
	Gambl	ling (3	points	worth), Interrogation	,	

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 5 more points' worth of Disadvantages appropriate to individual Brother

Total Disadvantage Points: 275

Total Powers & Skills Cost: 172 Total Cost: 275

Brazen Wand

Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with

		DE	MON I	BROTHER			
Wie	Wielder Of Hellfire						
Val	Char	Cost	Roll	Notes			
15	STR	5	12-	Lift 200 kg; 3d6 [1]			
18	DEX	24	13-	OCV: 6/DCV: 6			
15	CON	10	12-				
15	BODY	10	12-				
12	INT	2	11-	PER Roll 11-			
12	EGO	4	11-	ECV: 4			
19	PRE	9	13-	PRE Attack: 4d6			
10	COM	0	11-				
4	PD	1		Total: 16 PD (12 rPD)			
4	ED	1		Total: 16 ED (12 rED)			
4	SPD	14		Phases: 3, 6, 9, 12			
8	REC	4					
50	END	10					
40	STUN	9	Total	Characteristics Cost:103			

Cost	Powers END
14	Brazen Wand: Multipower, 35-point
	reserve, all OAF (-1), 8 Charges on entire
	Multipower $(-\frac{1}{2})$ [8]
2u	1) Eldritch Blast: Energy Blast 7d6;
	OAF (-1)
2u	2) Deadly Blast: RKA 2d6+1; OAF (-1)
12	Amulet Of Protection: Armor (6 PD/
	6 ED); OIF (-½)
3	Amulet Of Protection: Power Defense
	(5 points); OIF (-½) 0
18	Tough Skin: Armor (6 PD/6 ED) 0
20	Infernal Vitality: Physical and Energy
	Damage Reduction, 25% 0
60	Hellfire: Multipower, 60-point reserve
6u	1) Hellfire Blast: Energy Blast 12d6
6u	2) Hellfire Cone: Energy Blast 6d6, Area Of
	Effect (7" Cone; +1)
4u	3) Hellfire Shield: Force Wall (0 PD/8 ED),
	Transparent (physical; +½) plus RKA ½d6,

Perks

Fringe Benefit: Membership (Brother of DEMON)

Knockback (-1/4), Linked (-1/2)

Continuous (+1), Damage Shield (+1/2); No

Skills

- 4 +2 OCV with Hellfire Blast
- 1 KS: Arcane And Occult Lore 8-
- 2 KS: Lesser Mysteries Of DEMON 11-
- 2 PS: DEMON Brother 11-
- 3 Stealth 11-
- 3 Streetwise 12-
- Choose three Skills from the following list: Concealment, Conversation, Cryptography, Disguise, Forgery (3 points' worth), Gambling (3 points' worth), Interrogation, Persuasion, Survival (3 points' worth), Tactics, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level with Brazen Wand

50+ Disadvantages

- 5 Distinctive Feature: DEMON Robes (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- Hunted: DEMON 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To DEMON And Its Ideals (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Accidental Change: 11-, back to human form when on consecrated/holy ground or subjected to holy ritual like an exorcism (Uncommon)
- 25 Distinctive Features: Aura/Appearance Of Utter Evil (Not Concealable; Causes Extreme Reaction [abject fear])
- 20 Susceptibility: to holy objects/places, takes 1d6 STUN and BODY per Turn (Uncommon)
- 5 more points' worth of Disadvantages appropriate to individual Brother

Total Disadvantage Points: 275

Total Powers & Skills Cost: 172 Total Cost: 275