

WITCHCRAFT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	DEX	16	13-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-
23	EGO	13	14-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		Phases: 3, 5, 8, 10, 12
4	PD	2		Total: 14 PD (10 rPD)
6	ED	4		Total: 16 ED (10 rED)
8	REC	4		
35	END	3		
10	BODY	0		
30	STUN	5		Total Characteristics Cost: 168

Movement: Running: 12m
Flight: 30m



Cost	Powers	END
60	Greater Witcheries: Multipower, 60-point reserve	
6f	1) Witchfire: Blast 9d6 Reduced Endurance (½ END; +¼)	2
6f	2) Fascination: Mind Control 9d6 Reduced Endurance (½ END; +¼)	2
6f	3) Glamour: Mental Illusions 9d6 Reduced Endurance (½ END; +¼)	2
6f	4) Irresistible Slumber: Mental Blast 6d6	6
6f	5) Terrors Of The Dark: Drain PRE 6d6	6
4f	6) Man Into Frog Spell: Severe Transform 4d6 (humans into frogs, heals back if target is kissed by royalty of the opposite gender or Witchcraft voluntarily “dispels” the magic) Limited Target (humans; -½)	6
30	Shield Of Sorcery: Resistant Protection (10 PD/10 ED)	0
30	Wings Of The Zephirim: Flight 30m	3
38	Lesser Witcheries: Variable Power Pool (Magic Pool), 30 base + 30 control cost Only Magic (-¼), Can Only Be Changed With Access To Spellbooks (-½)	var
3	Magesense: Detect Magic 13- Concentration (0 DCV; -½)	0

Perks

6 Contact: The Trismegistus Council 11-

Talents

3 Striking Appearance: +1/+1d6

Skills

10 +2 with Greater Witcheries Multipower
1 High Society 8-
3 KS: Arcane And Occult Lore 13-
2 KS: Demonology 11-
3 KS: Witchcraft 13-
1 CK: Vibora Bay 8-
1 Language: French (basic conversation; English is native)
1 Language: Latin (basic conversation)
3 Stealth 13-
3 Teamwork 13-

Total Powers & Skills Cost: 232

Total Cost: 400

400 Matching Complications (75)

20 **Hunted:** Circle Of The Scarlet Moon (Infrequently, Mo Pow, NCI, Capture/Corrupt)
10 **Hunted:** Talisman (Infrequently, As Pow, Kill)
20 **Psychological Complication:** Code Versus Killing (Common, Total)
15 **Social Complication:** Secret Identity (Bethany Duquesne) (Frequently, Major)
5 **Vulnerability:** 1½ x STUN from Ice/Cold (Uncommon)
5 **Vulnerability:** 1½ x BODY from Ice/Cold (Uncommon)

Total Complications Points: 75

Experience Points: 0



WITCHCRAFT

Background/History: Bethany Duquesne and her twin sister, Pamela, were raised in a seemingly ordinary suburban home near Detroit and grew up as seemingly normal kids. But things aren't always what they seem — her parents were witches devoted to the dark powers, and they groomed their daughters to follow in their footsteps. Pamela, a cruel and spiteful child, eagerly followed their path, but the kind-hearted Bethany found it disturbing. So she rebelled by being the nicest person she could be.

Both girls were to be formally inducted into the Circle of the Scarlet Moon, the powerful coven their parents belonged to, on their eighteenth birthdays. Pamela exultantly spoke the oaths and performed the blood sacrifices that would tie her forever to the dark powers. But when it was her turn, Bethany couldn't do it. Horrified by what she'd seen and heard, she turned and ran, using her powerful magical gifts to flee her family forever.

Bethany wandered aimlessly for a time, using magic to survive the harsh life of the streets. Eventually she drifted into Vibora Bay and got a job at an occult bookstore. There, Bethany used her powers once or twice to stop street crimes and save innocent people from peril, and found that she enjoyed helping others.

Bethany's activities attracted the attention of the Trismegistus Council, a secret brotherhood of benevolent wizards. They took Bethany under their care and completed her training.

Bethany was content to remain with the Council for several years, but eventually felt a call to return home. Detroit had become Millennium

City by this time, but there were still people who needed her help. Taking the name *Witchcraft*, Bethany operated as a solo superhero, but always felt there was more she could do. When Defender issued the call for heroes to join his Champions, Witchcraft joined the team in the hope that a group of heroes could accomplish deeds no single superhero could.

Eager to reclaim one of her power, the Circle of the Scarlet Moon continues to pursue Witchcraft, often making her life difficult. Even worse is her sister, now the supervillainess Talisman, who rejected the Council long ago to seek her own dark path. Talisman hates Witchcraft bitterly and often tries to harm or kill her. But so far the only lasting harm she's inflicted is a curse that leaves Witchcraft vulnerable to spells of winter. Witchcraft has tried to find a way to lift the curse, but so far without success.

Personality/Motivation: Of all the Champions, Witchcraft is the least outspoken or outgoing. Even after years of superheroing she's still somewhat shy, preferring to remain in the background while the flashier, more extroverted members of the group grab the spotlight. Part of this is just her nature, but early in her career she suffered from strong self-doubt. Although she knew it was irrational, she felt she was somehow "tainted" by her upbringing and her parents' evil magics, and that she wasn't really worthy to be a superhero. At times this caused her to hesitate when she should have acted more decisively. But nothing's as good for one's self-esteem as saving the world a few dozen times, so over the years Witchcraft has become far more confident and sure of herself. Her romance with Defender has only helped further.

EXAMPLE POWERS FOR LESSER WITCHERIES VPP

Athame: When facing demons, monsters, and other terrifying mystic foes for whom her *Code Versus Killing* does not apply, Witchcraft sometimes carries her enchanted silver dagger.

HKA 1d6 (1½d6 with STR); OAF (-1), No Knockback (-¼) (total cost: 7 points) *plus* HKA +1d6 (total of 2½d6 with STR); OAF (-1), No Knockback (-¼), Only Versus Evil Mystic Beings (-1) (total cost: 5 points). Total cost: 12 points.

Awareness: At most times, when she doesn't need her Lesser Witcheries for something else, Witchcraft uses her spells to give herself the mystical ability to sense danger.

Danger Sense (immediate vicinity, any danger) 13-. Total cost: 30 points

Beast Shape: Witchcraft sometimes finds it useful to take the form of small animals — birds, rodents, and the like — to travel unnoticed or spy on her

enemies. She needs to learn a separate spell for any given form.

Multi-form (any one animal form of up to 150 points). Total cost: 30 points.

Seeming: With this spell, Witchcraft can alter her outward appearance.

Shape Shift (Sight and Hearing Groups, any humanoid form), Imitation. Total cost: 28 points.

Spell Of Vitality: Since her spells consume much energy, before she goes into combat Witchcraft often prepares this spell.

+40 END and +10 REC. Total cost: 18 points

Voice Of The Mind: Witchcraft sometimes prepares this spell when she expects a crisis or battle to erupt, since it allows her to maintain constant contact with all of her teammates.

Mind Link, any eight minds at once. Total cost: 30 points

Quote: "The powers of bright-moon and witch-fire are mine to command. Back, foul creature, or feel their touch!"

Powers/Tactics: Witchcraft is a naturally gifted practitioner of the arts of magic. At the stage of her career represented by this character sheet, many of her spells are still somewhat weak. But her talent is enormous, and as her skill grows so will her power, until she is one of the greatest spellcasters on Earth.

Witchcraft's favorite spells, which she relies on the most in combat, are her Greater Witcheries. She usually begins battle with something relatively harmless (like Fascination, Glamour, or Irresistible Slumber), escalating to more dangerous forces only if she must. All of her other spells are her Lesser Witcheries, of which she can only cast a few at a time.

Witchcraft often gestures and incants when casting her spells, but she doesn't have to — she's just used to doing so. She's perfectly capable of using any of her powers even when bound and gagged.

Appearance: Witchcraft is a beautiful young woman in her early 20s, with bewitching green eyes and shoulder-length red hair. Her beauty and youth have led several opponents to underestimate her, to their quick chagrin. When engaged in superheroics, she wears a short green tunic with gold piping, a gold belt made of circular links, green slippers, and a green cape lined with gold. She conceals her identity with a minor glamour that makes those who see her face forget exactly what she looks like.

