Character Name <u>Witchcraft</u>
Alternate Identities <u>Bethany Duquesne</u>



EXPERIENCE POINTS

Total Points

Experience Spent

Experience Unspent

Total Experience Earned

400

0

0

	CHARA	CTERIS	TICS
Val	Char	Points	Roll
10	STR	0	
18	DEX	16	13-
18	CON	8	<u>13-</u>
18	INT	8	<u>13-</u>
23	EG0	13	14-
20	PRE	10	<u>13-</u>
6	OCV	15	
7	DCV	20	
8	OMCV	15	
8	DMCV	15	
_ 5	SPD	30	
4/14	PD	2	
6/16	ED	4	
8	REC	4	
_ 35	END	3	
10	BODY	0	Total Cost
_ 30	STUN	5	168

Player Name _____

CURRENT STATUS				
	Maximum	Current		
END	<u>35</u>			
BODY	10			
STUN	30			

VITAL INFORMATION
HTH damage (STR/5)d62d6
Lift 100kg STR END Cost 1
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV <u>6</u> Base DCV <u>7</u>
Base OMCV <u>8</u> Base DMCV <u>8</u>
Combat Skill Levels
+2 with Greater Witcheries Multipower
Presence Attack (PRE/5)d6 <u>4d6</u>



ATTACKS & MANEUVERS						
Maneuver	Phase	OCV	DCV	Effects		
Block	1/2	+0	+0	Block, abort		
Brace	0	+2	1/2	+2 OCV vs R. Mod.		
Disarm	1/2	-2	+0	Disarm, STR v. STR		
Dodge	1/2	_	+3	Abort, vs. all attacks		
Grab	1/2	-1	-2	Grab 2 limbs		
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR		
Haymaker	1/2*	+0	-5	+4 DCs to attack		
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3		
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full		
Multiple Attack	1	var	1/2	Attack multiple times		
Set	1	+1	+0	Ranged attacks only		
Shove	1/2	-1	-1	Push 1m per 5 STR		
Strike	1/2	+0	+0	STR or weapon		
Throw	1/2	+0	+0	Throw w/ STR dmg		
Trip	1/2	-1	-2	Knock target Prone		
<u> </u>						

DEFENSES				
Туре	Amount/Effect			
Normal PD	4/14			
Resistant PD	0/10			
Normal ED	6/16			
Resistant ED	0/10			
Mental Defense	0			
Power Defense	0			
Flash Defense				

SENSES
Perception Roll (9+INT/5)13
Enhanced and Unusual Senses
Mind Link, Any Willing Target, Numbe
Detect Magic 13- (no Sense Group)

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3	33-64 -6	65-125 126-250 -8 -10
Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1d6+3
High Shot (Head to Vitals)	-2	2d6+1
Body Shot (Hands to Legs)	-1	2d6+4
Low Shot (Shoulders to Feet)	-2	2d6+7*
Leg Shot (Vitals to Feet)	-4	1d6+12
* Treat a 19 as the I	Feet lo	cation

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	42m	84m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	2m	4m		
Movement SFX				

CHARACTER INFORMATION

Character Name Witchcraft Height _____ 2.00 m ___ Weight ___ 100.00 kg ____ Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign Name Champions Genre Champions Gamemaster __

SKI	LLS,	PERKS,	&	TALENTS
Coct	Nome			Poll

SKI	LLS, PERKS, & TALE	NTS
Cost	Name	Roll
_10	+2 with Greater Witcheries Multipower	
1	High Society	8
3	KS: Arcane And Occult Lore	13-
	KS: Demonology	_11
3	KS: Witchcraft	13-
1	CK: Vibora Bay	8
1	Language: French (basic conversation)	
1	Language: Latin (basic conversation)	
3	<u>Stealth</u>	13-
3	Teamwork	13-
	Contact: The Trismegistus Council	11-
3	+1/+1d6 Striking Appearance (vs. all	
	characters)	
		—
		_
		_
		_
		_
37	Total Skills, Perks, & Talents	Cost

Cost	Name	Power/Equipment	END
60	Greater Witcheries	Multipower, 60-point reserve	
6f	Witchfire	1) Blast 9d6, Reduced Endurance (½ END; +¼) (56 APs)	2
6f	Fascination	2) Mind Control 9d6, Reduced Endurance (½ END; +¼) (56 APs)	2
6f	Glamour	3) Mental Illusions 9d6, Reduced Endurance (½ END; +¼) (56 APs)	2
6f	Irresistible Slumber	4) Mental Blast 6d6 (60 APs)	6
6f	Terrors Of The Dark	5) Drain PRE 6d6 (60 APs)	6
4f	Man Into Frog Spell	6) Severe Transform 4d6 (human being into frog, heals back if target is kissed by royalty	
		of the opposite gender or Witchcraft voluntarily "dispels" the magic) (60 APs); Limited	
		Target (humans; -½)	6
30	Shield Of Sorcery	Resistant Protection (10 PD/10 ED)	
30	Wings Of The Zephirim	Running +30m (42m total)	3
38	Lesser Witcheries	Variable Power Pool, 30 base + 30 control cost, (45 APs); Can Only Be Changed With	
		Access To Spellbooks (-½), Only Magic (-¼)	
0	Athame	1) Killing Attack - Hand-To-Hand Id6 (1 ½d6 w/STR) (15 APs); OAF (-1), No Knockback (-4)	
		plus Killing Attack - Hand-To-Hand 1d6 (1 ½d6 w/STR) (15 APs); OAF (-1), Only Versus Evi	1
		Mystic Beings (-1), No Knockback (-14) Real Cost: 12	2
0	Awareness	2) Danger Sense (immediate vicinity, any danger) (30 APs) 13- Real Cost: 30	
0	Beast Shape	3) Multiform (one animal form) (150 Character Points in the most expensive form) (30	
		APs) Real Cost: 30	
0	Seeming	4) Shape Shift (and Hearing Groups, any humanoid form), Imitation (28 APs) Real Cost:	
		28	_3
0	Spell Of Vitality	5) +40 END plus +10 REC Real Cost: 18	
0	Voice Of The Mind	6) Mind Link, Any Willing Target, Number of Minds (x8) (30 APs) Real Cost: 30	
3	Magesense	Detect Magic 13- (no Sense Group) (5 APs); Concentration (0 DCV; -1/2)	

MATCHING COMPLICATIONS (75)

Cost Complication 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) Social Complication: Secret Identity (Bethany Duquesne) Frequently, Major 5 <u>Vulnerability: 1 ½ x STUN from Ice/Cold (Uncommon)</u> Vulnerability: 1½ x BODY from Ice/Cold (Uncommon) **75** Total Complications Points