

Character Name: Zoltan the Magnificent
AKA: "Morty Rabinowitz from Brooklyn", Zindelo Marcovici, "The Great Ozwald"
Player: Ernie Griffin



CHARACTERISTICS

Char	Val	Cost	Roll	Notes
STR	13	3	12-	Lift: 151.6kg
DEX	15	10	12-	Initiative: 17
CON	15	5	12-	Stun Threshold: 15
INT	18	8	13-	PER Roll: 13-
EGO	15	5	12-	
PRE	20	10	13-	PRE Attack: 4d6
OCV	6	15		
DCV	8	25		
OMCV	7	12		
DMCV	6	9		
SPD	4	20		Phases: 3, 6, 9, 12
PD	11/23	9		11/23 PD (0/6 rPD)
ED	11/23	9		11/23 ED (0/6 rED)
REC	10	6		
END	50	6		
BODY	15	5		
STUN	38	9		
Run	12m	0		
Swim	4m	0		
Leap	4m	0		

Total Characteristic pts: 166

COMPLICATIONS

Complication

Complication	pts
Hunted: Nazi Party Inf (Mo Pow; NCI; Harshly Punish)	20
Psych Comp: Must be Mystical and Mysterious (Com; Mod)	10
Psych Comp: Reluctant to Kill (Uncom; Mod)	5
Psych Comp: The Show Must Go On (Uncom; Mod)	5
Soc Comp: Minority (Jew/Gypsy) in 1940s U.S. Inf, Minor	5
Soc Comp: Secret ID (Zindelo Marvovici) Freq, Major	15

Total Complication pts: 60

EXPERIENCE

Source

Source	pts
Earned	71
Spent	71
Unspent	0
Base pts	300
Complication pts	60
Total pts	371

SKILLS

Skill	Cost
Everyhero	
1) Acting 8-	0
2) CK: Bucharest (Romania) 8-	0
3) Climbing 8-	0
4) Conversation 8-	0
5) Deduction 8-	0
6) PS: Con Artist 10-	0
7) Paramedics 8-	0
8) Persuasion 8-	0
9) Shadowing 8-	0
10) Stealth 8-	0
11) TF: CMGV	0
Linguist	3
1) Language: Atlantean (basic; non-Terran Language) (2 AP)	1
1) Language: English (idiomatic)	3
2) Language: German (completely fluent)	1
3) Language: Hebrew (completely fluent)	2
4) Language: Roma (Gypsy) (idiomatic)	0
5) Language: Romanian (completely fluent)	2
6) Language: Slovak (completely fluent)	2
Magician	
1) Concealment 13-	3
2) CuK: Occult Societies 11-	2
3) High Society 13-	3
4) KS: Occult Lore 13-	3
5) Lockpicking 12-	3
6) Oratory 13-	3
7) PS: Stage Magician 13-	3
8) Power: Magic 13-	3
9) Sleight Of Hand 12-	3

Vanguard Training

1) +1 w/ TK Spells (Mind Over Matter, Psychic Slap & Ribbon Wrap)	3
2) Teamwork 12-	3

Total Skills Cost: 46

TALENTS

Talent	Cost
Heroic Action pts: 2	0
Lightning Reflexes (+2 DEX to act first with All Actions)	2

Total Talents Cost: 2

PERKS

Perk	Cost
60 Cab Driver: Contact: Benny 8-	1
371 FBI Special Agent: Contact: Lawrence A. Williams (major access, own contacts, useful, limited by ID, Good relationship w/ Contact, Shared w/ Faceless) 11-	3
Get's Paid: Money: Well Off	5
Morty Rabinowitz: Deep Cover	2
Notes: Jewish Accountant from Brooklyn	
Order of Hermes Initiate: Fringe Bene - Order of Hermes Membership	5
Passport: Fringe Bene: Passport	1
Psychic/Spiritualist: Contact: Madam Dannica (Significant Contacts of her own, Useful, Good relationship) 11-	5
Team Base: Bases	1

Total Perks Cost: 23

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**POWERS**

Power	Cost	END
<i>Gear</i>		
1) <i>Headset Radio</i> : Radio P/T (Radio Group) (10 AP); Sense Also Affected As Hearing (-½), OIF (-½)	5	0
2) <i>Shield of Anarra</i> : (Total: 30 Active Cost, 20 Real Cost) +6 PD (6 AP); IAF (Sash/Belt; -½) (Real Cost: 4) PLUS +6 ED (6 AP); IAF (Sash/Belt; -½) (Real Cost: 4) PLUS RProt (6 PD/6 ED) (18 AP); IAF (Sash/Belt; -½) (Real Cost: 12)	20	0
<i>Minor Magics</i> : VPP (Magic Pool), 30 base + 35 ctrl cost , (48 AP); Limited Special Effect: Magic (-¼); all OIF (Broach; -½), Inc (-¼), Gest (-¼), UniPow (Magic; -¼)	37	
1) <i>Illusion, Large</i> : Sight and Hearing Groups Images, +/-2 to PER Rolls, OMCV vs DCV (+0), AoE (4m Radius; +¼) (26 AP); Costs ½ END To Maintain (-¼) RC: 10	0	3
2) <i>Illusion, Small</i> : Sight and Hearing Groups Images, +/-3 to PER Rolls, OMCV vs DCV (+0) (24 AP); Costs ½ END To Maintain (-¼) RC: 10	0	2
3) <i>Levitation</i> : Flight 10m, Position Shift, Reduced Endurance (0 END; +½) (19 AP); Requires Gestures throughout (miming walking/climbing; -½), no Noncombat movement (-¼) RC: 8	0	0
4) <i>Psychic Scan</i> : Mind Scan 4d6, +3 OMCV (26 AP) RC: 11	0	3
5) <i>Psychic Switchboard</i> : Mind Link, Specific Group (members of Vanguard), 8 Minds (25 pts total) (5 AP) RC: 11	0	0
6) <i>Psychic Wall</i> : Barrier 5 MD, 3 BODY (up to 6m long, 2m tall and 1/2m thick), OMCV vs DCV (+0), Mobile (+frac14; (26 AP) RC: 11	0	3
7) <i>Psychic Wards</i> : MenD (8 pts total) (8 AP) RC: 3	0	0
8) <i>Sense Magic</i> : Detect Magic 13- (Mental Group), Discriminatory, Sense, Tracking (17 AP); Concentration (½ DCV; -¼) RC: 7	0	0
9) <i>Shell Game</i> : Sight and Hearing Groups Images, +/-2 to PER Rolls, AoE (4m Radius; +¼) (26 AP); Set Effect (5 Duplicates of Self; -1), NR (-½), Costs ½ END To Maintain (-¼) RC: 6	0	3
<i>Major Magics</i> : MP, 50-point reserve, (50 AP); all Inc (-¼), Gest (-¼), UniPow (Magic; -¼)	28	
1) <i>Counter-Magic</i> : Dispel Magic 11d6, Variable Effect: Magic (+½), OMCV vs DCV (+0) (49 AP)	3f	5
2) <i>Disappear from Sight</i> : Invis to Sight and Hearing Groups, No Fringe (35 AP)	2f	3
3) <i>Illusory Smoke</i> : Darkness (Sight) 9m radius, Alterable Size, OMCV vs DCV (+0) (50 AP)	3f	5
4) <i>Mass Suggestion</i> : Mind Ctrl 5d6, AoE (18m Radius; +1) (50 AP)	3f	5
5) <i>Mind Over Matter</i> : TK (20 STR), Affects Porous, Fine Manipulation, OMCV vs DCV (+0) (50 AP)	3f	5
6) <i>Psychic Blast</i> : MBlast 3d6+1 (50 AP)	3f	5
7) <i>Psychic Slap</i> : Blast 10d6, OMCV vs DCV (+0) (50 AP)	3f	5
8) <i>Reveal Your Thoughts</i> : Telepathy 10d6 (50 AP); Eye Contact Required (throughout, -1), Language Barrier (-½), Recieve Only (-½), Stops Working if Stunned (-½)	1f	5
9) <i>Ribbon Wrap (w/ a Pretty Bow)</i> : Entangle 5d6, 5 PD/5 ED , OMCV vs DCV (+0) (50 AP)	3f	5
10) <i>Spirit Sense</i> : Perceive into the Near Astral Plane with Sight, Hearing, Mental, Smell/Taste and Touch Groups (50 AP)	3f	0
11) <i>Translocation</i> : TPort 25m, No Relative Velocity, Position Shift, Safe Aquatic Teleport, x2 Increased Mass (50 AP)	3f	5
<i>Utility Magic</i> : all slots Incantations (-¼), Unified Power (Magic, -¼), Gestures(-¼)		
1) <i>Atlantean Teleportation Circle</i> : Teleportation 20m, AoE (2m Radius; ¼), UBO (½), Grantor pays END, Grantor controls power, Constant (½), MegaScale (1m = 1,000 km; +1 ¾) (80 AP); OAF Immobile (Drawn Circle; -2), Only Fixed Locations (Other Known Teleportation Circles; -1), Concentration, throughout use (0 DCV; -1), 1 Minute to Activate, -¾), Gestures throughout (-½), Incantations throughout (-frac12;), Gate (-frac12;) Notes : Zoltan draws an Atlantean-style teleportation circle that can connect to another drawn teleportation circle anywhere in the world. He has to know the pattern of the receiving circle. If he wants to connect to a different circle, he has to re-draw the sending circle.	11	8
2) <i>Uncontrolled Teleport Circles</i> : Teleportation: Fixed Location (4 Locations) Notes : Prospect Park, Brooklyn (in a utility room off the storm sewers running under the park), Atlantean Cave Under Manhattan, San Angelo Naga Temple and 'Dino' Island (hard to reach).	0	0
3) <i>Psychic Sense</i> : Mental Awareness 13- (Mental Group) (5 AP)	3	0

Total Power pts: 134

COMBAT SHEET

CURRENT STATUS			COMBAT MANEUVERS			
STAT	MAXIMUM	CURRENT	Maneuver	Phase	OCV	DCV Effect
END	50		Block	½	+0	+0 Bock Attacks, Abort
BODY	15		Brace	0	+0	½ +2 vs RMod
STUN	38		Choke	½	-2	-2 NND 1d6, Grab Neck, Prevent speaking
RECOVERY	10		Cover	½	-2	+0 Target held at "gunpoint"
STUN THRESHOLD	15		Disarm	½	-2	+0 Disarm, STR vs STR
			Dive for Cover	½	+0	+0 Move, Abort, Fall Prone
			Dodge	½	+0	+3 Dodge Attacks, Abort
			Grab	½	-1	-2 Grab 2 limbs, can Squeeze, Slam or Throw
			Grab By	½*	-3	-4 Move & Grab, +v/10 to STR
			Haymaker	½#	+0	-5 +4 Damage Classes, +1 Segment to perform
			Hipshot	½	-1	+0 +1 Initiative
			Hurry	½	-2	-2 +1d6 to Initiative
			Move By	½*	-2	-2 (STR/2) + (v/10)d6, attacker takes 1/3
			Move Through	½*	-v/10	-3 STR + (v/6)d6, attacker takes ½
			Multiple Attack	1	var	½ Attack multiple times
			Pulling a Punch	½	-1/5d6	+0 Strike, normal STUN damage, ½ Body damage
			Roll With a Punch	½	-2	-2 "Block" after being hit, take ½ damage, Abort
			Set	1	+1	+0 Ranged attacks only
			Shove	½	-1	-1 Push 1m per 5 STR
			Snapshot	1	-1	+0 Strike then duck behind cover
			Strafe	½	-v/6	+2 Make Ranged attack while moving
			Strike	½	+0	+0 STR or weapon
			Suppress	½	-2	+0 Continuous fire through area, must use Autofire
			Throw	½	+0	+0 Throw w/ STR dmg
			Trip	½	-1	-2 Target falls

COMBAT VALUES

Combat Value	Full [Roll]	½ [Roll]	Zero [Roll]
Physical OCV	6 [17-]	3 [14-]	0 [11-]
Physical DCV	8	4	0
Mental OCV	7 [18-]	4 [15-]	0 [11-]
Mental DCV	6	3	0

+1 CSL w/ Mind Over Matter, Psychic Slap & Ribbon Wrap

MOVEMENT

Movement	Combat [Non-Combat]
Run	12m [24m]
Swim	4m [8m]
H. Leap	4m [8m]
V. Leap	2m [4m]
Flight	8m [8m]
Teleport	25m [50m]

RANGE MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-128	129-256
RMOD	0	-2	-4	-6	-8	-10

* - May be performed after a Full Move.
- Attack lands at end of following Segment.

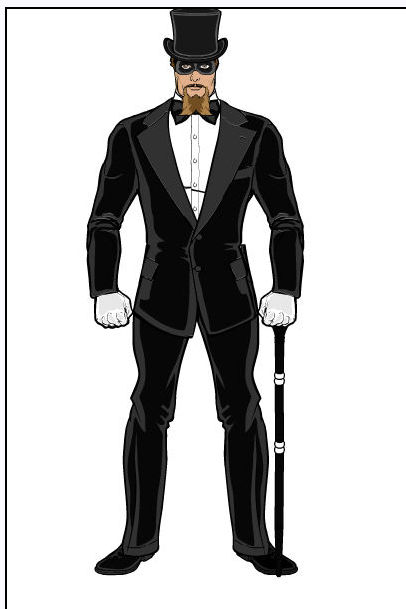
ATTACKS

Attack	Damage	Stun X	Range	OCV	DCV	END	Notes
Melee	2 ½d6	+0	0m	+0	+0	1	HtH
Illusion, Large	+/-2 PER	+0	210m	+0	+0	3	Images vs Sight & Hearing; AoE 4m
Illusion, Small	+/-3 PER	+0	240m	+0	+0	2	Images vs Sight & Hearing
Counter-Magic	11d6	+0	330m	+0	+0	5	Dispel; VE: Magic
Illusory Smoke	Darkness	+0	450m	+0	+0	5	9m radius; Alter Size
Mass Suggestion	5d6	+0	LOS	+0	+0	5	Mind Ctrl; AoE 18m
Mind Over Matter	20 STR	+0	300m	+1	+0	5	TK; Porous; Fine; OMCV vs DCV
Psychic Blast	3d6+1m	+0	LOS	+0	+0	5	MBlast
Psychic Slap	10d6	+0	500m	+1	+0	5	Blast; OMCV vs DCV
Ribbon Wrap (w/a Pretty Bow)	5d6	+0	500m	+1	+0	5	Entangle: 5 PD/5 ED; OMCV vs DCV

DEFENCES

Totals					
PD 11/23	rPD 0/6	ED 11/23	rED 0/6	MD 5	PowD 0
Defence	Description				
Psychic Wards	MenD (5 pts total) (VPP)				
Shell Game	Sight & Hearing Images; +/-2 PER; AoE 4m; 5 Duplicates of Self; No Range (VPP)				
Shield of Anarra	+6 PD; PLUS +6 ED PLUS RProt (6 PD/6 ED); all IAF (Sash/Belt)				

BACKGROUND



APPEARANCE

Hair Color: black **Eye Color:** Brown **Height:** 1.80 m **Weight:** 81.00 kg

Description: Zoltan is 5 foot, 11 inches tall and 180 pounds. Somewhat tall for the time, he is not "Stand out" tall and is relatively compact for his height. He has striking Brown eyes and Jet-black Hair. He tends to strike dramatic poses and use a dramatic flair to enhance his appearance as a performer.

PERSONALITY

Zoltan plays up the "Mysterious Eastern Arts" and Occult side of his stage act and carries this over into his Hero adventures. Only with his own people (Gypsies) does he drop the act. A true performer, he believes that any show that he begins must be completed at almost any cost. He doesn't like bullies in any form and resists Organized Crime, the Nazis, and any other groups that seek to dominate others by force or subjugation.

ORIGIN

Zoltan the Magnificent is a Stage Magician in the 1930's mainly playing New York City clubs. He has toured the world in the past, however and tends to pick up major languages from the locales he visits. His secret Occult background is due to his Romany (Gypsy) background and some study of the "Eastern Arts". His mystical abilities help him perform his various stage

acts, even some very dangerous cage and water trap acts. Born in Serbia, raised in Romania, Zoltan pretends to be of Jewish descent, which is less offensive to many compared to his Romany (Gypsy) descent, except for the Nazis.

Zoltan the Magnificent came though Germany in the mid-30's while coming from Romania. He had not yet adopted the "Zoltan" guise and was instead going by "The Great Ozwald" but did not hide his Roma ancestry. Nor did he have all of his powers as of yet, with many of his shows requiring his sleight of hand and lock picking skills - getting out of chains, handcuffs, and the like.

"The Great Ozwald" was touring Berlin in the summer of 1936, just prior to the Olympic Games that were to be held in August. As a well-paid showman, "The Great Ozwald" had mostly been ignored until now. During the raid of 16 July, he was rounded up with 600-800 other Roma and placed in a camp in the Berlin suburb of Marzahn, in an open field between a cemetery and a sewage treatment plant. Prior to being sterilized, "Ozwald" made his escape and managed to get out of Berlin without any of his equipment or assistants. He was barely able to help several (3? 5?) other Roma to escape but he never found the fate of the others after they got away and split up to avoid detection. He made his way to France and began working towards moving to the United States, shortly after, working on the "Zoltan" guise.

POWERS