DiCarlo the Sorcerer
Character Name

Alternate Identities: *Guglielmo DiCarlo*

Player Name: Chris Goodwin

CHARACTERISTICS

Val	Char	Points	Roll	Notes
10	STR	0	11-	HTH Damage 2d6 END [1]
15	DEX	10	12-	
18	CON	8	13-	
18	INT	8	13-	PER Roll 13-/17-
14	EGO	4	12-	
18	PRE	8	13-	PRE Attack: 3 ½d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
8/17	PD	6		8/17 PD (0/9 rPD)
8/17	ED	6		8/17 ED (0/9 rED)
10	REC	6		
40	END	4		
13	BODY	3		
40	STUN	10		
	128			**Total Characteristic Points**

CHARACTER IMAGE

EXPERIENCE POINTS

Total Points:	**448**
Total XP Earned:	**25**
XP Spent:	23
XP Unspent:	2
Base Points:	425
Complication Points:	50

MOVEMENT

Type	Total
Run	14m [28m NC]
Swim	4m [8m NC]
H. Leap	4m
V. Leap	2m
Flight	10m [20m NC]

DEFENSES

Type	Amount
Physical Defense	8/17
Resistant Physical Defense	0/9
Energy Defense	8/17
Resistant Energy Defense	0/9
Mental Defense	0
Power Defense	0

COMBAT INFORMATION

OCV: 6   DCV: 6

Skill Levels:

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2+v/10; you take 1/3
Move Through	½	-v/10	-3	STR+v/6; you take ½ or all
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/STR dmg
Trip	½	-1	-2	Ranged Attacks only
Ballestra	½	+2	-2	Weapon +6 DC Strike; Half Move Required
Ceduto	½	+0	+0	Weapon +2 DC, 25 STR to escape Bind
Cut	½	+2	+1	Weapon +2 DC, Strike
Lunge	½	+1	-2	Weapon +6 DC Strike
Parry	½	+2	+2	Block, Abort
Void	½	--	+5	Dodge, Affects All Attacks, Abort

COMBAT MODIFIERS

Range (M)	0-8	9-16	17-32	33-64	65-125	126-250
RMOD	0	-2	-4	-6	-8	-10

HIT LOCATION

Roll	Location	STUNx	NSTUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1.5	x1	-7
13	Vitals	x4	x1.5	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17+	Feet	x1	x½	x½	-8

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

SKILLS

Cost	Name
3	Charm 13-
3	Conversation 13-
5	Cramming
3	Cryptography 13-
3	Forensic Medicine 13-
3	High Society 13-
3	Inventor 13-
3	Linguist

Notes: All of the languages he speaks date back to the 1450's. Some of them will be closer to current than others; Greek and Latin especially. His native language is a Vulgar Italian dialect from the central western coast.

Cost	Name
2	1) Language: Arabic (fluent conversation; literate) (3 Active Points)
1	2) Language: English (Late Middle) (basic conversation; literate) (2 Active Points)
1	3) Language: English (modern) (basic conversation; literate) (2 Active Points)
2	4) Language: French (fluent conversation; literate) (3 Active Points)
2	5) Language: German (fluent conversation; literate) (3 Active Points)
2	6) Language: Greek (fluent conversation; literate) (3 Active Points)
2	7) Language: Latin (fluent conversation; literate) (3 Active Points)
3	Mechanics 13-

Notes: Limited To Low Tech

Cost	Name
3	Paramedics 13-
3	Persuasion 13-
9	Power: Magic 16-
3	Scholar
1	1) KS: Astrology (2 Active Points) 11-
1	2) KS: Color and Light (2 Active Points) 11-
1	3) KS: Drugs, Poisons, and Toxins (2 Active Points) 11-
2	4) KS: Otherworldly Entities (3 Active Points) 12-
1	5) KS: Pigment formulations (2 Active Points) 11-
1	6) KS: Qabbalistic Magic (2 Active Points) 11-
1	7) KS: Rudimentary Germ Theory (2 Active Points) 11-
2	PS: Doctor 11-

Notes: His medical skill is (so far) from the 1450's. He graduated from the Scuola Medica Salernitana at the University of Naples in 1440, and they will in fact have his transcripts available (to the extent they have any information from that date still on file).

Cost	Name
2	PS: Artist 11-
3	Scientist
1	1) Science Skill: Alchemy 11- (2 Active Points)

POWERS

Cost	Power	END
65	Multipower, 65-point reserve	
6f	1) ***Controlled Lightning Blast:*** Blast 12d6 (60 Active Points)	6
6f	2) ***Light and Sound Images:*** Sight and Hearing Groups Images, +/-4 to PER Rolls, Reduced Endurance (0 END; +½), Time Limit (5 Minutes; +¾) (61 Active Points)	0
2f	3) ***Group Flight Spell:*** Flight 10m, Usable By Nearby (within 4m; +1) (20 Active Points)	2
1f	4) ***Lightning Speech:*** Radio Perception/Transmission (Radio Group) (10 Active Points)	0
2f	5) ***Detect Lightning Strikes Via Aetheric Vibrations:*** Detect Electrical Discharge 15- (Radio Group), Increased Arc Of Perception (360 Degrees), Partially Penetrative, Telescopic: +4 (17 Active Points)	0
1f	6) ***Kill All The 'Animaletti':*** Life Support (Immunity: All terrestrial diseases), Usable By Nearby (within 4m; +1) (10 Active Points)	0
1f	7) ***Diagnose Patient:*** Detect Internal Medical Condition 14- (Sight Group), Partially Penetrative (into human body) (8 Active Points)	0
2f	8) ***Impart Forward Motion To Coach Without Horses:*** Running 24m, x4 Noncombat, Usable By Other (+¼), Grantor can only grant the power to others, Grantor can take back power at any time, Reduced Endurance (0 END; +½) (51 Active Points); Only With Wheeled Conveyance (-1)	2
2f	9) ***Distill Liquids Into Component Substances:*** Major Transform 4d6 (liquids into component substances, remixing) (40 Active Points); OAF Arrangement (Glass bottles or other containers; -1 ¼)	4
2f	10) ***Create Copies Of Written Material:*** Minor Transform 4d6 (Paper into copy of written material, Erasing or destroying copy) (20 Active Points)	2
1f	11) ***Rapid Creation Of Portrait:*** Cosmetic Transform 4d6 (Canvas, paper, or other medium, into picture of target, Erasure or destruction of portrait) (12 Active Points)	1
3f	12) ***Enhance and Protect the Vision:*** (Total: 30 Active Cost, 30 Real Cost) Sight Group Flash Defense (10 points) (Real Cost: 10) plus +8 versus Range Modifier for Sight Group (Real Cost: 12) plus +4 PER with Sight Group (Real Cost: 8)	0
5f	13) ***Detect Magic:*** Detect A Large Class Of Things 16- (Unusual Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Penetrative (stopped by whatever the GM thinks is appropriate to stop magic), Range, Sense, Targeting (55 Active Points)	0
4f	14) ***Healing Spell:*** (Total: 65 Active Cost, 42 Real Cost) Healing Simplified 3d6 (Real Cost: 30) plus Healing Simplified 3d6 (standard effect: 9 points), Can Heal Limbs, Standard Effect - same value as other Healing (+0) (35 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 ¼), Requires A Roll (Skill roll; Can choose which of two rolls to make from use to use, Must be made each Phase/use; Medical Skills; -¾) (Real Cost: 12)	6
15	***Fencing Blade:*** Multipower, 31-point reserve, (31 Active Points); all slots OAF (-1)	
1f	1) ***Flat of Blade:*** (Total: 31 Active Cost, 14 Real Cost) Hand-To-Hand Attack +6d6 (30 Active Points); OAF (-1),	4

1	2) Science Skill: Anatomy and Physiology 11- (2 Active Points)		
1	3) Science Skill: Astronomy 11- (2 Active Points)		
1	4) Science Skill: Medicine 11- (2 Active Points)		
10	Two-Weapon Fighting		
1	WF: Blades		
89	**Total Skills Cost**		

PERKS

Cost	Name
32	*DiCarlo's Pouch:* Computer (40 Active Points); IIF (Looks like old belt pouch; -¼)
32	**Total Perks Cost**

TALENTS

Cost	Name
3	*A Spell For Measuring Distance:* Absolute Range Sense
1	Ambidexterity (-2 Off Hand penalty)
3	*A Spell For Determining True North:* Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
3	Simulate Death
18	Combat Luck (9 PD/9 ED)
2	Off-Hand Defense
38	**Total Talents Cost**

	Hand-To-Hand Attack (-¼) (Real Cost: 13) plus Stretching 1m; OAF (-1) (Real Cost: 1)	
2f	2) ***Cutting Blade:*** (Total: 31 Active Cost, 16 Real Cost) Killing Attack - Hand-To-Hand 2d6 (2 ½d6 w/STR) (30 Active Points); OAF (-1) (Real Cost: 15) plus Stretching 1m; OAF (-1) (Real Cost: 1)	4
5	***Fo (cloak):*** (Total: 11 Active Cost, 5 Real Cost) Hand-To-Hand Attack +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-¼) (Real Cost: 4) plus Stretching 1m (Real Cost: 1)	2
126	**Total Powers Cost**	

MARTIAL ARTS MANEUVERS

Cost	Maneuver
	Italian Fencing
5	1) Ballestra: ½ Phase, +2 OCV, -2 DCV, Weapon +6 DC Strike; Half Move Required
4	2) Ceduto: ½ Phase, +0 OCV, +0 DCV, Weapon +2 DC, 25 STR to escape Bind
3	3) Cut: ½ Phase, +2 OCV, +1 DCV, Weapon +2 DC, Strike
5	4) Lunge: ½ Phase, +1 OCV, -2 DCV, Weapon +6 DC Strike
4	5) Parry: ½ Phase, +2 OCV, +2 DCV, Block, Abort
4	6) Void: ½ Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort
2	7) Weapon Element: Blades, Cloak, Fist-Loads
8	8) +2 HTH Damage Class(es)
35	**Total Martial Arts Cost**

DiCarlo the Sorcerer
Character Name

Alternate Identities: *Guglielmo DiCarlo*

Player Name: Chris Goodwin

COMPLICATIONS

Cost Complication

5	Distinctive Features: Resemblance To Inigo Montoya (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15	Hunted: Modern Remnants Of Ancient Secret Society Infrequently (As Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punish)
5	Physical Complication: Unfamiliar With Modern Culture (Infrequently; Barely Impairing)
15	Psychological Complication: Hippocratic Oath (Code Vs. Killing) (Common; Strong)
10	Social Complication: Minor Fame As Subject Of Museum Exhibit Frequently, Minor
50	**Total Complications Cost**

APPEARANCE

Hair Color: Brown
Eye Color: Brown
Height: 1.73 m
Weight: 70.00 kg
Description: DiCarlo is 5'8" tall, with brown shoulder length hair and brown eyes. He bears a strong resemblance to Inigo Montoya.

BACKGROUND

Guglielmo DiCarlo (Guillielmus DeCarola in Latin) was a wizard who lived in Europe in the 1450's. He was a great student of alchemy, science, medicine, art, architecture, swordsmanship, and the occult; he amassed a great library of books collected over time, as well as of his own writings. He was about to be named as the head of his chapter of a secret society, when a small cabal within the society decided that he was too proud of his works, and too open of a practitioner, so that he should be killed. He had some advance warning, and was able to preserve the majority of his work. His final act was to cast a spell that would make him appear dead, but would preserve his life until some point in the future. He left coded notes for his allies in the society to be able to cast the counterspell, and release him from preservation, but sadly his remaining papers and effects -- significant in themselves -- were taken and hidden away.

Over the next almost 600 years, his remaining papers, effects, and so on, were located and placed in various university libraries, museums, and so on. In the beginning of the 21st century, students of history noted the signatures among the papers, realized that they were all related to one another, and eventually all of the extant materials were brought back together in a museum in Los Angeles.

After the first Dream, and subsequent appearance of various super powers including magic, more prominence was given to the "DiCarlo" as it was called. The California Science Center in LA chose the DiCarlo as the subject for one of its "CSC After Dark" shows. The "After Dark" series is an over-21 only event that serves wine and beer, and often dips into subjects that wouldn't normally be suitable for its family audience. The museum granted hands-on access to copies and replicas of DiCarlo's work and -- crucially -- an attempt at working out the "DiCarlo Cipher".

So it was that a number of slightly tipsy museumgoers inadvertently cast the counterspell to release him from suspension. Upon completion of the spell, the Museum's lights dimmed… but nothing else happened. (Not yet, anyway…)

It took several hours for the suspension spell to end, after which the museum had closed for the night. DiCarlo awoke, expecting to be surrounded by either assassins or his friends within the Societas Philosophae. Realizing that he was alone in a strange place, he discovered the copies of his work. He was able to cast a spell to locate the originals, also on site, and after a judicious scrambling of the deciphered work, he reclaimed the rest of his materials (leaving the copies) and left the museum.

He accidentally triggered the alarm, of course, resulting in the appearance by two recently empowered superheroes, along with a nonpowered friend of theirs who happened to be a descendant of the DiCarlo family. (Though, had he been aware of the alarm system, it's possible he might have had the right spells to defeat it!)

PERSONALITY

As a doctor, he wants to save people's lives. He's often found himself tending to rich women with stomach problems, and often their idiot sons who drink too much wine at night and wake up to coffee and swords at dawn. (He might note that he's been an idiot son a few times in his life.) As a sorcerer he thinks he's discovered the secrets to the universe, and part of him really wants to share them. As a swordsman himself he hates it when he has to fight, but sometimes needs must. As an artist, scientist, and so on, he just wants to learn more. The invention he really wants to build more than anything is a two wheeled riding conveyance; he's already got the spell to power it ready to go, as well as the designs for it, in his library.

QUOTE

"I don' care what you call me. Dottore DiCarlo or Strego DiCarlo or Signor DiCarlo or hey DiCarlo you piece of shit, you just spell my name right."

POWERS / TACTICS

DiCarlo is a wizard of great skill and knowledge, and not-insignificant power. The majority of his spells are either defensive or utility in nature, though he does have a few minor offensive abilities ("a spell to render an attacker unconscious through the use of controlled lightning" is one of his favorites). Most of his spells rely on or make use of physical principles discovered and developed independently over the past 600 years, or are otherwise replicated by technology created in the meantime. ("A spell for brightly lighting a dark area," "a spell for rapidly extinguishing small to medium sized fires," "a spell for imparting rapid motion to a coach lacking horses" are several of his favorites.)

It should be noted that the written procedures of some of DiCarlo's spells are shorter than their titles!

CAMPAIGN USE

DiCarlo is Chris Goodwin's player character in Patrick Swann's LA Champions game.