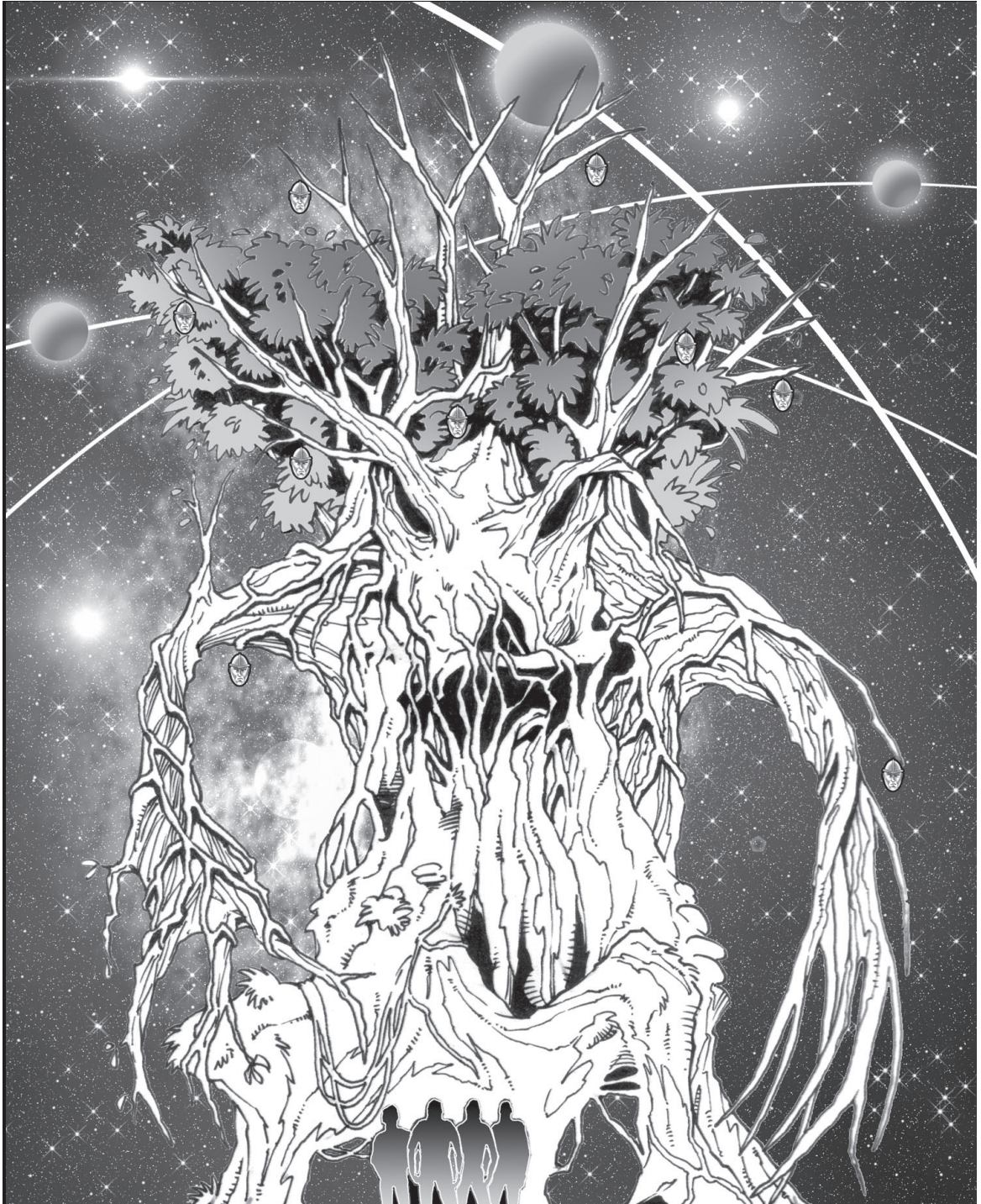


MYSTIC MENACES

Fun Pack



Dean Shomshak & Allen Thomas

Mystic Menaces Fun Pack

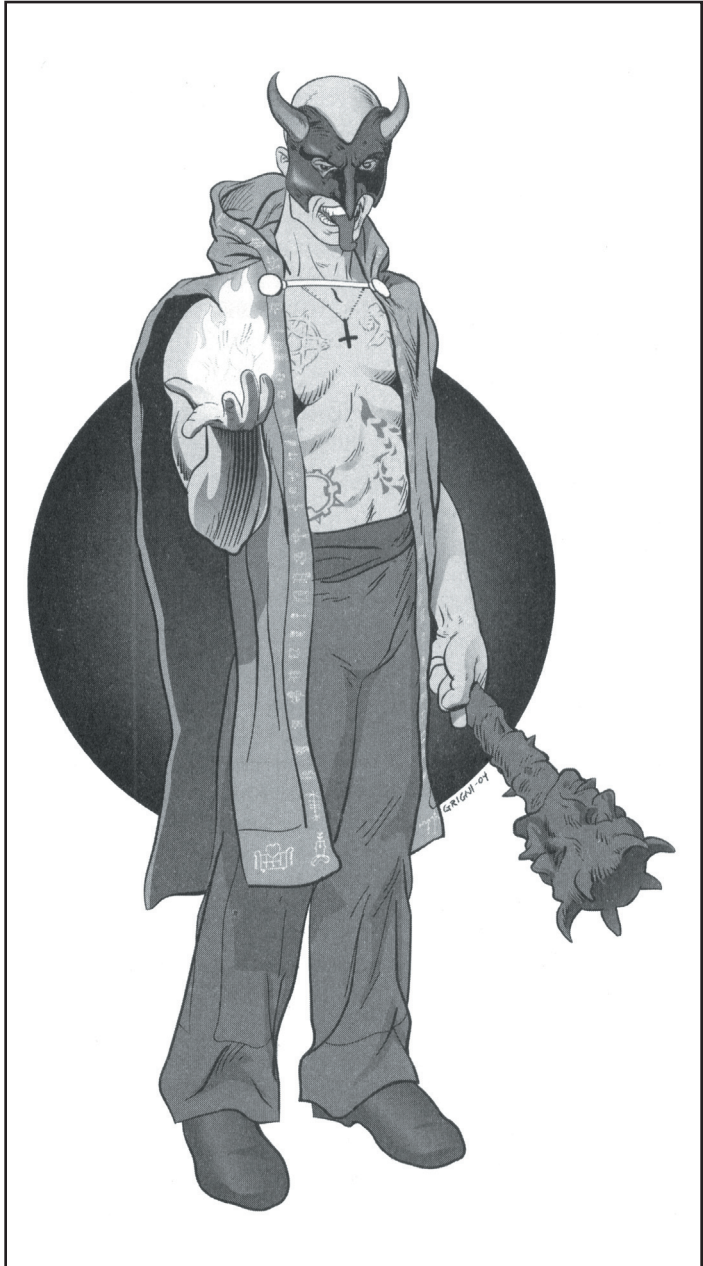
A Villain Compilation for *Champions*

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TYRANNON THE CONQUEROR



TYRANNON'S THRONE FORMS

AVIAN THRONE

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-	

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
25	REC	10		
100	END	10		
80	STUN	0		Total Characteristics Cost: 387

Movement: Running: 6"/12"
Flight: 25"/100"
Teleportation: 15"/30"

Cost Powers END

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

9u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1), +2 Increased STUN Multiplier (+½), Reduced Endurance (½ END; +¼)	4
9u	8) <i>Tyrannon Is Legion:</i> Summon 4 400-point Emissaries	9
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½)	0
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +7 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 7d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any location in any dimension), Increased Mass (200 kg)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 15", Armor Piercing (+½)	4
9u	15) <i>Fury Of Tyrannon:</i> Energy Blast 9d6, Area Of Effect (9" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	13
7u	16) <i>Dimensional Bridge:</i> Extra-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 (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
11u	17) <i>Tornado:</i> Energy Blast 14d6, Area Of Effect (7" Radius; +1); Does Not Work Underwater Or In A Vacuum (-¼), Random Knockback (see <i>Champions</i> , page 153; -0)	13
10u	18) <i>Wind Blast:</i> Energy Blast 14d6, Double Knockback (+¾); Does Not Work Underwater Or In A Vacuum (-¼)	12
12u	19) <i>Suffocation:</i> Energy Blast 8d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Continuous (+1)	12
11u	20) <i>Airborne Supremacy:</i> Suppress Flight or Gliding 8d6, one Power at a time (+¼), Area Of Effect (7" Radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	5

9u	21) <i>Weather Control</i> : Change Environment 8" radius, +/- 10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼); No Range (-½)	14
5	<i>Dimensional Bridge Anchor</i> : Area Of Effect (15" Radius; +1) on <i>Dimensional Bridge</i> ; OAF Immobile (circle of pylons inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	0
14	<i>Tyrannon's Toughness</i> : Hardened (+¼) for 30 PD/30 ED	0
37	<i>Tyrannon's Toughness</i> : Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
5	<i>Tyrannon's Toughness</i> : Lack of Weakness (-5) for Normal Defenses	0
10	<i>Tyrannon's Pitiless Gaze</i> : Sight Group Flash Defense (10 points)	0
19	<i>Tyrannon's Invincible Ego</i> : Mental Defense (25 points total)	0
5	<i>Tyrannon's Invincible Ego</i> : Damage Resistance (10 Mental Defense)	
15	<i>Tyrannon's Mystic Fortitude</i> : Power Defense (15 points)	0
90	<i>Tyrannon's Godhood</i> : Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
45	<i>Wings</i> : Flight +20" (25" total), x4 Non-combat, Reduced Endurance (0 END; +½); Restrained (-½)	0
20	<i>Tyrannon Ignores Gravity</i> : Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness</i> : Detect Magic 13- (Sight Group), Discriminatory	0
25	<i>One Will In Many Bodies</i> : 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	
Talents		
3	Bump of Direction	

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-
13	Power: Thaumaturgy 18-
17	Power: Wind/Weather Tricks 20-
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)
25	Unluck: 5d6
20	Susceptibility: to Entangles, Grab, or other restraints, 1d6 damage per Phase of restraint (Common)
937	Experience Points

Total Disadvantage Points: 1,342

EARTH THRONE

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-	
30	PD	18		Total: 36 PD (36 rPD)
30	ED	22		Total: 30 ED (30 rED)
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11, 12
25	REC	10		
100	END	10		
80	STUN	0		Total Characteristics Cost: 387

Movement: Running: 6"/12"
 Flight: 5"/10"
 Teleportation: 15"/30"
 Tunneling: 7"/56"

Cost	Powers	END
207	<i>Divine Power:</i> Variable Power Pool (Magic Pool), 100 base + 50 control cost; Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) plus Cosmic (+2); Only When In Thulkos (-¼), Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) var	
169	<i>Tyrannon's Mighty Magic:</i> Multipower, 169-point reserve	
9u	1) <i>Power Of Tyrannon:</i> Energy Blast 15d6, Reduced Endurance (½ END; +¼)	3
9u	2) <i>Ire Of Tyrannon:</i> Ego Attack 7½d6, Reduced Endurance (½ END; +¼)	3
9u	3) <i>Hand Of Tyrannon:</i> Telekinesis (28 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	4
9u	4) <i>Might Of Tyrannon:</i> Energy Blast 12d6, Affects Desolidified (+½)	9
9u	5) <i>Bonds Of Tyrannon:</i> Entangle 4d6, 5 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼), Reduced Endurance (½ END; +¼)	4
9u	6) <i>Curse Of Tyrannon:</i> Dispel Magic 25d6, any Magic power or spell one at a time (+¼)	9
9u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1), +2 Increased STUN Multiplier (+½), Reduced Endurance (½ END; +¼)	4
9u	8) <i>Tyrannon Is Legion:</i> Summon 4 400-point Emissaries	9
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½)	0
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +7 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 7d6, any Magic power or spell one at a time (+¼)	4

4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any location in any dimension), Increased Mass (200 kg)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 15", Armor Piercing (+½)	4
9u	15) <i>Fury Of Tyrannon:</i> Energy Blast 9d6, Area Of Effect (9" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	13
7u	16) <i>Dimensional Bridge:</i> Extra-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 (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
4u	17) <i>Earth Barriers:</i> Entangle 8d6, 5 DEF, Variable Special Affect (any mineral substance; +¼); Only To Create Barriers (-1)	8
6u	18) <i>Earthmoving:</i> Telekinesis (50 STR), Reduced Endurance (½ END; +¼); Only Versus Earth/Rock (-½)	4
6u	19) <i>Tremors:</i> Energy Blast 12d6, Explosion (+½), Personal Immunity (+¼); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0)	10
6u	20) <i>Earth Lance:</i> Energy Blast 8d6, Indirect (+¾); Target Must Be Within 8" Of Earth Or Rock (-¼)	
9u	21) <i>Augment Earth:</i> Succor Earth Powers 9d6, any Earth power one at a time (+¼), Ranged (+½), Reduced Endurance (½ END; +¼)	4
9u	22) <i>Quell Earth:</i> Drain Earth Powers 4½d6, any Earth power one at a time (+¼), Ranged (+½), Reduced Endurance (½ END; +¼)	45
5	<i>Dimensional Bridge Anchor:</i> Area Of Effect (15" Radius; +1) on <i>Dimensional Bridge</i> ; OAF Immobile (circle of pylons inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	0
14	<i>Tyrannon's Toughness:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Tyrannon's Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
11	<i>Stone Body:</i> Armor (6 PD), Hardened (+¼)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
10	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (10 points)	0
19	<i>Tyrannon's Invincible Ego:</i> Mental Defense (25 points total)	0
5	<i>Tyrannon's Invincible Ego:</i> Damage Resistance (10 Mental Defense)	
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0

90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
69	<i>Earth Passage:</i> Tunneling 7" through DEF 7 material, Fill In, x8 Noncombat, Reduced Endurance (½ END; +¼)	2
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness:</i> Detect Magic 13- (Sight Group), Discriminatory	0
25	<i>One Will In Many Bodies:</i> 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: 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

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

Total Disadvantage Points: 1,342

FIRE THRONE

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-	
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
25	REC	10		
100	END	10		
80	STUN	0		Total Characteristics Cost: 387

Movement: Running: 6"/12"
 Flight: 15"/30"
 Teleportation: 15"/30"

Cost Powers END

207	<i>Divine Power:</i> Variable Power Pool (Magic Pool), 100 base + 50 control cost; Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) plus Cosmic (+2); Only When In Thulkos (-¼), Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) var	
78	<i>Flaming Body:</i> HKA 3d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No STR Bonus (-½) 0	
169	<i>Tyrannon's Mighty Magic:</i> Multipower, 169-point reserve	
9u	1) <i>Power Of Tyrannon:</i> Energy Blast 15d6, Reduced Endurance (½ END; +¼) 3	
9u	2) <i>Ire Of Tyrannon:</i> Ego Attack 7½d6, Reduced Endurance (½ END; +¼) 3	
9u	3) <i>Hand Of Tyrannon:</i> Telekinesis (28 STR), BOECV (+1), Reduced Endurance (½ END; +¼) 4	
9u	4) <i>Might Of Tyrannon:</i> Energy Blast 12d6, Affects Desolidified (+½) 9	
9u	5) <i>Bonds Of Tyrannon:</i> Entangle 4d6, 5 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼), Reduced Endurance (½ END; +¼) 4	
9u	6) <i>Curse Of Tyrannon:</i> Dispel Magic 25d6, any Magic power or spell one at a time (+¼) 9	
9u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1), +2 Increased STUN Multiplier (+½), Reduced Endurance (½ END; +¼) 4	
9u	8) <i>Tyrannon Is Legion:</i> Summon 4 400-point Emissaries 9	
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½) 0	

3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +7 OCV 0	
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 7d6, any Magic power or spell one at a time (+¼) 4	
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any location in any dimension), Increased Mass (200 kg) 4	
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic) 4	
4u	14) <i>Astral Leap:</i> Teleportation 15", Armor Piercing (+½) 4	
9u	15) <i>Fury Of Tyrannon:</i> Energy Blast 9d6, Area Of Effect (9" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½) 13	
7u	16) <i>Dimensional Bridge:</i> Extra-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 (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1) 0	
9u	17) <i>Fire Blast:</i> RKA 5d6, Reduced Endurance (½ END; +¼) 3	
8u	18) <i>Augment Flames:</i> Succor Fire 9d6, any Fire power or spell one at a time (+¼), Limited Range (20"; +¼), Reduced Endurance (½ END; +¼) 4	
7u	19) <i>Quell Flames:</i> Drain Fire 4½d6, any Fire power or spell one at a time (+¼), Limited Range (20"; +¼) 7	
5	<i>Dimensional Bridge Anchor:</i> Area Of Effect (15" Radius; +1) on <i>Dimensional Bridge</i> ; OAF Immobile (circle of pylons inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1) 0	
14	<i>Tyrannon's Toughness:</i> Hardened (+¼) for 30 PD/30 ED 0	
37	<i>Tyrannon's Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼) 0	
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses 0	
10	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (10 points) 0	
19	<i>Tyrannon's Invincible Ego:</i> Mental Defense (25 points total) 0	
5	<i>Tyrannon's Invincible Ego:</i> Damage Resistance (10 Mental Defense) 0	
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points) 0	
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality) 0	
20	<i>Flaming Flight:</i> Flight +10" (15" total) 2	
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½) 0	
10	<i>Mystic Awareness:</i> 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
5 Vulnerability: 1½ x STUN from Water Attacks (Uncommon)
5 Vulnerability: 1½ x BODY from Water Attacks (Uncommon)
937 Experience Points

Total Disadvantage Points: 1,342

FLUID THRONE

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-	
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
25	REC	10		
100	END	10		
80	STUN	0		Total Characteristics Cost: 387

Movement: Running: 6"/12"
 Flight: 5"/10"
 Teleportation: 15"/30"
 Swimming: 27"/108"

Cost Powers END

207	<i>Divine Power:</i> Variable Power Pool (Magic Pool), 100 base + 50 control cost; Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) plus Cosmic (+2); Only When In Thulkos (-¼), Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) var	
169	<i>Tyrannon's Mighty Magic:</i> Multipower, 169-point reserve	
9u	1) <i>Power Of Tyrannon:</i> Energy Blast 15d6, Reduced Endurance (½ END; +¼)	3
9u	2) <i>Ire Of Tyrannon:</i> Ego Attack 7½d6, Reduced Endurance (½ END; +¼)	3
9u	3) <i>Hand Of Tyrannon:</i> Telekinesis (28 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	4
9u	4) <i>Might Of Tyrannon:</i> Energy Blast 12d6, Affects Desolidified (+½)	9
9u	5) <i>Bonds Of Tyrannon:</i> Entangle 4d6, 5 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼), Reduced Endurance (½ END; +¼)	4
9u	6) <i>Curse Of Tyrannon:</i> Dispel Magic 25d6, any Magic power or spell one at a time (+¼)	9
9u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1), +2 Increased STUN Multiplier (+½), Reduced Endurance (½ END; +¼)	4
9u	8) <i>Tyrannon Is Legion:</i> Summon 4 400-point Emissaries	9
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½)	0
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +7 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 7d6, any Magic power or spell one at a time (+¼)	4

4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any location in any dimension), Increased Mass (200 kg)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 15", Armor Piercing (+½)	4
9u	15) <i>Fury Of Tyrannon:</i> Energy Blast 9d6, Area Of Effect (9" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	13
7u	16) <i>Dimensional Bridge:</i> Extra-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 (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
8u	17) <i>Dehydrate:</i> Energy Blast 6d6, NND (defense is Power Defense or a body that lacks liquids; +1), Affects Physical World (+2), Reduced Endurance (½ END; +¼); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½)	6
9u	18) <i>Fluid Shaping:</i> Telekinesis (20 STR), Affects Porous, Area Of Effect (96" Any Area; +2), Reduced Endurance (0 END; +½); Only Affects Fluids (-½)	0
14u	19) <i>Fluid Blast:</i> Energy Blast 8d6, Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
5	<i>Dimensional Bridge Anchor:</i> Area Of Effect (15" Radius; +1) on <i>Dimensional Bridge</i> ; OAF Immobile (circle of pylons inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	0
14	<i>Tyrannon's Toughness:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Tyrannon's Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
10	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (10 points)	0
19	<i>Tyrannon's Invincible Ego:</i> Mental Defense (25 points total)	0
5	<i>Tyrannon's Invincible Ego:</i> Damage Resistance (10 Mental Defense)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
40	<i>Fluid Movement:</i> Swimming +27" (29" total), x4 Noncombat, Reduced Endurance (½ END; +¼)	1

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

Perks

50	<i>Fringe Benefit: Deity</i> All the Bases, Vehicles or Followers that he wants
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Talents

3	<i>At Home In The Water: Environmental Movement: Aquatic Movement</i> (no penalties in water)	0
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Skills

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

Total Powers & Skills Cost: 955**Total Cost: 1,342****200+ Disadvantages**

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

Total Disadvantage Points: 1,342

INSECT THRONE

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-	
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
25	REC	10		
100	END	10		
80	STUN	0		Total Characteristics Cost: 387

Movement: Running: 6"/12"
 Flight: 25"/50"
 Teleportation: 15"/30"

Cost Powers END

207	<i>Divine Power:</i> Variable Power Pool (Magic Pool), 100 base + 50 control cost; Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) plus Cosmic (+2); Only When In Thulkos (-¼), Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) var	
169	<i>Tyrannon's Mighty Magic:</i> Multipower, 169-point reserve	
9u	1) <i>Power Of Tyrannon:</i> Energy Blast 15d6, Reduced Endurance (½ END; +¼)	3
9u	2) <i>Ire Of Tyrannon:</i> Ego Attack 7½d6, Reduced Endurance (½ END; +¼)	3
9u	3) <i>Hand Of Tyrannon:</i> Telekinesis (28 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	4
9u	4) <i>Might Of Tyrannon:</i> Energy Blast 12d6, Affects Desolidified (+½)	9
9u	5) <i>Bonds Of Tyrannon:</i> Entangle 4d6, 5 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼), Reduced Endurance (½ END; +¼)	4
9u	6) <i>Curse Of Tyrannon:</i> Dispel Magic 25d6, any Magic power or spell one at a time (+¼)	9
9u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1), +2 Increased STUN Multiplier (+½), Reduced Endurance (½ END; +¼)	4
9u	8) <i>Tyrannon Is Legion:</i> Summon 4 400-point Emissaries	9
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½)	0
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +7 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 7d6, any Magic power or spell one at a time (+¼)	4

4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any location in any dimension), Increased Mass (200 kg)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 15", Armor Piercing (+½)	4
9u	15) <i>Fury Of Tyrannon:</i> Energy Blast 9d6, Area Of Effect (9" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	13
7u	16) <i>Dimensional Bridge:</i> Extra-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 (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
9u	17) <i>Wizardbane Web:</i> Major Transform 7d6 (remove ability to cast one spell, heals through another application of this spell or the death of the Throne); Improved Results Group (remove any one spell; +¼); Limited Target (spellcasters; -½)	13
9u	18) <i>Ward-Crushing Blast:</i> Energy Blast 9d6, NND (defense is Power Defense; +1)	9
9u	19) <i>Solar Burst:</i> Sight Group Flash 8d6, Area Of Effect (5" Radius; +1), Reduced Endurance (½ END; +¼)	4
5	<i>Dimensional Bridge Anchor:</i> Area Of Effect (15" Radius; +1) on <i>Dimensional Bridge</i> ; OAF Immobile (circle of pylons inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	0
14	<i>Tyrannon's Toughness:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Tyrannon's Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
15	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (15 points)	0
19	<i>Tyrannon's Invincible Ego:</i> Mental Defense (25 points total)	0
5	<i>Tyrannon's Invincible Ego:</i> Damage Resistance (10 Mental Defense)	0
20	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (20 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
60	<i>Wings:</i> Flight +20" (25" total), Reduced Endurance (0 END; +½)	0
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness:</i> 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
- 10 *Sticky Feet:* Clinging (normal STR) 0

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-
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

- 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
- 20 Susceptibility: to Sight Group Darkness
fields, 1d6 STUN per Phase Viceroy is within
such area (Common)
- 937 Experience Points

Total Disadvantage Points: 1,342

OCTOPOID THRONE

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-	
30	PD	18		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
10	SPD	62		Phases: 2, 3 4, 5, 6, 8, 9, 10, 11, 12
25	REC	10		
100	END	10		
80	STUN	0		Total Characteristics Cost: 587

Movement: Running: 6"/12"
 Flight: 5"/10"
 Teleportation: 15"/30"
 Swimming: 6"/12"

Cost	Powers	END
207	<i>Divine Power:</i> Variable Power Pool (Magic Pool), 100 base + 50 control cost; Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) plus Cosmic (+2); Only When In Thulkos (-¼), Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼)	var
169	<i>Tyrannon's Mighty Magic:</i> Multipower, 169-point reserve	
9u	1) <i>Power Of Tyrannon:</i> Energy Blast 15d6, Reduced Endurance (½ END; +¼)	3
9u	2) <i>Ire Of Tyrannon:</i> Ego Attack 7½d6, Reduced Endurance (½ END; +¼)	3
9u	3) <i>Hand Of Tyrannon:</i> Telekinesis (28 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	4
9u	4) <i>Might Of Tyrannon:</i> Energy Blast 12d6, Affects Desolidified (+½)	9
9u	5) <i>Bonds Of Tyrannon:</i> Entangle 4d6, 5 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼), Reduced Endurance (½ END; +¼)	4
9u	6) <i>Curse Of Tyrannon:</i> Dispel Magic 25d6, any Magic power or spell one at a time (+¼)	9
9u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1), +2 Increased STUN Multiplier (+½), Reduced Endurance (½ END; +¼)	4
9u	8) <i>Tyrannon Is Legion:</i> Summon 4 400-point Emissaries	9
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½)	0
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +7 OCV	0

4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 7d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any location in any dimension), Increased Mass (200 kg)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 15", Armor Piercing (+½)	4
9u	15) <i>Fury Of Tyrannon:</i> Energy Blast 9d6, Area Of Effect (9" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	13
7u	16) <i>Dimensional Bridge:</i> Extra-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 (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
9u	17) <i>Enslaving Touch:</i> Major Transform 4d6 (target gains the Psychological Limitation <i>Believes He's Part Of Tyrannon</i> [Very Common, Total], heals back when Tyrannon so wills), BOECV (+1), Works Against EGO, Not BODY (+¼); No Range (-½)	13
14u	18) <i>Psionic Surgery:</i> Minor Transform 5½d6 (remove or change a target's memories of events within the past year, heals back normally), Improved Results Group (any type of memory alteration; +¼), BOECV (+1), Works Against EGO, Not BODY (+¼)	14
9u	19) <i>Tyrannon Commands The Senses:</i> Mental Illusions 18d6	9
9u	20) <i>Tyrannon Commands The Will:</i> Mind Control 18d6	9
9u	21) <i>Tyrannon Knows Your Inmost Thoughts:</i> Telepathy 18d6	9
5	<i>Dimensional Bridge Anchor:</i> Area Of Effect (15" Radius; +1) on <i>Dimensional Bridge</i> ; OAF Immobility (circle of pylons inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	0
14	<i>Tyrannon's Toughness:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Tyrannon's Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
10	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (10 points)	0
19	<i>Tyrannon's Invincible Ego:</i> Mental Defense (25 points total)	0
5	<i>Tyrannon's Invincible Ego:</i> Damage Resistance (10 Mental Defense)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0

90	<i>Tyrannon's Godhood</i> : Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
4	<i>Aquatic Movement</i> : Swimming +4" (6" total)	1
20	<i>Tyrannon Ignores Gravity</i> : Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness</i> : Detect Magic 13- (Sight Group), Discriminatory	0
25	<i>One Will In Many Bodies</i> : 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	<i>Mental Sense</i> : Detect Minds 13- (no Sense Group), Discriminatory, Targeting, Sense	0
5	<i>Many Tentacles</i> : Extra Limbs (6)	0
15	<i>Long Tentacles</i> : Stretching 2", Reduced Endurance (0 END; +½)	0

Perks

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

3	<i>At Home In The Water</i> : Environmental Movement: Aquatic Movement (no penalties in water)	0
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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-
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

Total Disadvantage Points: 1,342

REPTILE THRONE

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-	
30	PD	18		Total: 33 PD (33 rPD)
30	ED	22		Total: 33 ED (33 rED)
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11, 12
25	REC	10		
100	END	10		
80	STUN	0		Total Characteristics Cost: 387

Movement: Running: 6"/12"
 Flight: 5"/10"
 Teleportation: 15"/30"

Cost Powers END

207	<i>Divine Power:</i> Variable Power Pool (Magic Pool), 100 base + 50 control cost; Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) plus Cosmic (+2); Only When In Thulkos (-¼), Cannot Add To Or Modify Other Powers Or Characteristics Powers (-¼) var	
169	<i>Tyrannon's Mighty Magic:</i> Multipower, 169-point reserve	
9u	1) <i>Power Of Tyrannon:</i> Energy Blast 15d6, Reduced Endurance (½ END; +¼)	3
9u	2) <i>Ire Of Tyrannon:</i> Ego Attack 7½d6, Reduced Endurance (½ END; +¼)	3
9u	3) <i>Hand Of Tyrannon:</i> Telekinesis (28 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	4
9u	4) <i>Might Of Tyrannon:</i> Energy Blast 12d6, Affects Desolidified (+½)	9
9u	5) <i>Bonds Of Tyrannon:</i> Entangle 4d6, 5 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼), Reduced Endurance (½ END; +¼)	4
9u	6) <i>Curse Of Tyrannon:</i> Dispel Magic 25d6, any Magic power or spell one at a time (+¼)	9
9u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1), +2 Increased STUN Multiplier (+½), Reduced Endurance (½ END; +¼)	4
9u	8) <i>Tyrannon Is Legion:</i> Summon 4 400-point Emissaries	9
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½)	0
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +7 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 7d6, any Magic power or spell one at a time (+¼)	4

4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any location in any dimension), Increased Mass (200 kg)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 15", Armor Piercing (+½)	4
9u	15) <i>Fury Of Tyrannon:</i> Energy Blast 9d6, Area Of Effect (9" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	13
7u	16) <i>Dimensional Bridge:</i> Extra-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 (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
9u	17) <i>Slow Time:</i> Drain SPD 5d6, Ranged (+½), Reduced Endurance (½ END; +¼)	3
9u	18) <i>Fast Time:</i> Aid SPD 6d6, Ranged (+½)	0
9u	19) <i>Age Change:</i> Major Transform 5d6 (any being or object into older/younger version of itself; heals via the application of any chrontal manipulation power), Improved Result Group (+¼)	9
6u	20) <i>Time Senses:</i> Clairsentience (Sight Group, Normal Hearing, and Mystic Awareness), Precognition, Retrocognition, Reduced Endurance (½ END; +¼); Precognition and Retrocognition Only (-½)	3
37	<i>Bite:</i> HKA 2d6 (4d6 with STR), Reduced Endurance (½ END; +¼)	1
5	<i>Dimensional Bridge Anchor:</i> Area Of Effect (15" Radius; +1) on <i>Dimensional Bridge</i> ; OAF Immobile (circle of pylons inlaid with images of Tyrannon; -2); Extra Time (5 Minutes to activate; -1)	0
14	<i>Tyrannon's Toughness:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Tyrannon's Toughness:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
9	<i>Scaly Skin:</i> Armor (3 PD/3 ED)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
10	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (10 points)	0
19	<i>Tyrannon's Invincible Ego:</i> Mental Defense (25 points total)	0
5	<i>Tyrannon's Invincible Ego:</i> Damage Resistance (10 Mental Defense)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness:</i> 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

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

- 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

Total Disadvantage Points: 1,342

TYRANNON'S VICEROY FORMS

AVIAN VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
24	EGO	28	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
30	PD	20		Total: 30 PD (20 rPD)
30	ED	24		Total: 30 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	8		
100	END	20		
60	STUN	0		Total Characteristics Cost: 293

Movement: Running: 6"/12"
Flight: 25"/100"
Teleportation: 13"/26"

Cost	Powers	END
146	<i>Tyrannon's Mighty Magic:</i> Multipower, 146-point reserve	
8u	1) <i>Power Of Tyrannon:</i> Energy Blast 13d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Ire Of Tyrannon:</i> Ego Attack 6½d6, Reduced Endurance (½ END; +¼)	3
8u	3) <i>Hand Of Tyrannon:</i> Telekinesis (24 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
8u	4) <i>Might Of Tyrannon:</i> Energy Blast 11d6, Affects Desolidified (+½)	8
8u	5) <i>Bonds Of Tyrannon:</i> Entangle 5d6, 4 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼)	8
8u	6) <i>Curse Of Tyrannon:</i> Dispel Magic Powers 22d6, any Magic power or spell one at a time (+¼)	8
8u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1)	8
3u	8) <i>Tyrannon Is Legion:</i> Summon 400-point Emissary; Extra Time (One Turn; -1¼)	8
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)	1
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 6d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 13", Armor Piercing (+½)	4

8u	15) <i>Fury Of Tyrannon:</i> Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	12
6u	16) <i>Dimensional Bridge:</i> Extra-Dimensional Movement (any physical location in any dimension), Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
10u	17) <i>Tornado:</i> Energy Blast 12d6, Area Of Effect (6" Radius; +1); Does Not Work Underwater Or In A Vacuum (-¼), Random Knockback (see <i>Champions</i> , page 153; -0)	12
8u	18) <i>Wind Blast:</i> Energy Blast 12d6, Double Knockback (+¾); Does Not Work Underwater Or In A Vacuum (-¼)	10
8u	19) <i>Weather Control:</i> Change Environment 8" radius, +/-7 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼); No Range (-½)	12
9	<i>Dimensional Bridge Anchor:</i> Uncontrolled (until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	<i>Tyrannon's Toughness:</i> Damage Resistance (20 PD/20 ED)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
5	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (5 points)	0
15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
41	<i>Wings:</i> Flight +18" (25" total), x4 Noncombat, Reduced Endurance (0 END; +½); Restrained (-½)	0
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness:</i> Detect Magic 12- (Sight Group), Discriminatory	0
22	<i>One Will In Many Bodies:</i> Mind Link, specific group of up to 16 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
29	<i>Tyrannon's Malleable Form:</i> Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class), Costs END Only to Change Shape (+¼)	3

Perks

30	150 points for Bases and Followers
10	Fringe Benefit: Head of State

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)
- 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)
- 20 Susceptibility: to Entangles, Grab, or other restraints, 1d6 damage per Phase of restraint (Common)
- 20 Unluck: 4d6
- 534 Experience Points

Total Disadvantage Points: 924

EARTH VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
24	EGO	28	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
30	PD	20		Total: 34 PD (24 rPD)
30	ED	24		Total: 30 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	8		
100	END	20		
60	STUN	0		Total Characteristics Cost: 293

Movement: Running: 6"/12"
 Flight: 5"/10"
 Teleportation: 13"/26"
 Tunneling: 7"/14"

Cost	Powers	END
146	<i>Tyrannon's Mighty Magic:</i> Multipower, 146-point reserve	
8u	1) <i>Power Of Tyrannon:</i> Energy Blast 13d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Ire Of Tyrannon:</i> Ego Attack 6½d6, Reduced Endurance (½ END; +¼)	3
8u	3) <i>Hand Of Tyrannon:</i> Telekinesis (24 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
8u	4) <i>Might Of Tyrannon:</i> Energy Blast 11d6, Affects Desolidified (+½)	8
8u	5) <i>Bonds Of Tyrannon:</i> Entangle 5d6, 4 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼)	8
8u	6) <i>Curse Of Tyrannon:</i> Dispel Magic Powers 22d6, any Magic power or spell one at a time (+¼)	8
8u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1)	8
3u	8) <i>Tyrannon Is Legion:</i> Summon 400-point Emissary; Extra Time (One Turn; -1¼)	8
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)	1
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 6d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 13", Armor Piercing (+½)	4
8u	15) <i>Fury Of Tyrannon:</i> Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	12

6u	16) <i>Dimensional Bridge:</i> Extra-Dimensional Movement (any physical location in any dimension), Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
3u	17) <i>Earth Barriers:</i> Entangle 6d6, 5 DEF, Variable Special Affect (any mineral substance; +¼); Only To Create Barriers (-1)	8
5u	18) <i>Earthmoving:</i> Telekinesis (40 STR), Reduced Endurance (½ END; +¼); Only Versus Earth/Rock (-½)	3
5u	19) <i>Tremors:</i> Energy Blast 10d6, Explosion (+½), Personal Immunity (+¼); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0)	9
5u	20) <i>Earth Lance:</i> Energy Blast 7d6, Indirect (+¾); Target Must Be Within 8" Of Earth Or Rock (within 8"; -¼)	5
9	<i>Dimensional Bridge Anchor:</i> Uncontrolled (until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	<i>Tyrannon's Toughness:</i> Damage Resistance (20 PD/20 ED)	0
7	<i>Stone Body:</i> Armor (4 PD), Hardened (+¼)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
5	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (5 points)	0
15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
45	<i>Earth Passage:</i> Tunneling 7" through DEF 7 material, Fill In	4
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness:</i> Detect Magic 12- (Sight Group), Discriminatory	0
22	<i>One Will In Many Bodies:</i> Mind Link, specific group of up to 16 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
29	<i>Tyrannon's Malleable Form:</i> Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class), Costs END Only to Change Shape (+¼)	3

Perks

30	150 points for Bases and Followers
10	Fringe Benefit: Head of State

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)
- 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)
- 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

Total Disadvantage Points: 924

FIRE VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
24	EGO	28	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
30	PD	20		Total: 30 PD (20 rPD)
30	ED	24		Total: 30 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	8		
100	END	20		
60	STUN	0		Total Characteristics Cost: 293

Movement: Running: 6"/12"
 Flight: 15"/30"
 Teleportation: 13"/26"

Cost	Powers	END
43	<i>Flaming Body:</i> HKA 1½d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No STR Bonus (-½)	0
146	<i>Tyrannon's Mighty Magic:</i> Multipower, 146-point reserve	
8u	1) <i>Power Of Tyrannon:</i> Energy Blast 13d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Ire Of Tyrannon:</i> Ego Attack 6½d6, Reduced Endurance (½ END; +¼)	3
8u	3) <i>Hand Of Tyrannon:</i> Telekinesis (24 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
8u	4) <i>Might Of Tyrannon:</i> Energy Blast 11d6, Affects Desolidified (+½)	8
8u	5) <i>Bonds Of Tyrannon:</i> Entangle 5d6, 4 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼)	8
8u	6) <i>Curse Of Tyrannon:</i> Dispel Magic Powers 22d6, any Magic power or spell one at a time (+¼)	8
8u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1)	8
3u	8) <i>Tyrannon Is Legion:</i> Summon 400-point Emissary; Extra Time (One Turn; -1¼)	8
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)	1
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 6d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 13", Armor Piercing (+½)	4

8u	15) <i>Fury Of Tyrannon:</i> Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	12
6u	16) <i>Dimensional Bridge:</i> Extra-Dimensional Movement (any physical location in any dimension), Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
9u	17) <i>Fire Blast:</i> RKA 4½d6, Reduced Endurance (½ END; +¼)	4
9	<i>Dimensional Bridge Anchor:</i> Uncontrolled (until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	<i>Tyrannon's Toughness:</i> Damage Resistance (20 PD/20 ED)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
5	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (5 points)	0
15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
20	<i>Flaming Flight:</i> Flight +10" (15" total)	2
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness:</i> Detect Magic 12- (Sight Group), Discriminatory	0
22	<i>One Will In Many Bodies:</i> Mind Link, specific group of up to 16 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
29	<i>Tyrannon's Malleable Form:</i> Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class), Costs END Only to Change Shape (+¼)	3

Perks

30	150 points for Bases and Followers
10	Fringe Benefit: Head of State

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: Flame 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)
- 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

Total Disadvantage Points: 924

FLUID VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
24	EGO	28	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
30	PD	20		Total: 30 PD (20 rPD)
30	ED	24		Total: 30 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	8		
100	END	20		
60	STUN	0		Total Characteristics Cost: 293

Movement: Running: 6"/12"
Flight: 5"/10"
Teleportation: 13"/26"

Cost	Powers	END
146	<i>Tyrannon's Mighty Magic:</i> Multipower, 146-point reserve	
8u	1) <i>Power Of Tyrannon:</i> Energy Blast 13d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Ire Of Tyrannon:</i> Ego Attack 6½d6, Reduced Endurance (½ END; +¼)	3
8u	3) <i>Hand Of Tyrannon:</i> Telekinesis (24 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
8u	4) <i>Might Of Tyrannon:</i> Energy Blast 11d6, Affects Desolidified (+½)	8
8u	5) <i>Bonds Of Tyrannon:</i> Entangle 5d6, 4 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼)	8
8u	6) <i>Curse Of Tyrannon:</i> Dispel Magic Powers 22d6, any Magic power or spell one at a time (+¼)	8
8u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1)	8
3u	8) <i>Tyrannon Is Legion:</i> Summon 400-point Emissary; Extra Time (One Turn; -1¼)	8
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)	1
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 6d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 13", Armor Piercing (+½)	4
8u	15) <i>Fury Of Tyrannon:</i> Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	12

6u	16) <i>Dimensional Bridge:</i> Extra-Dimensional Movement (any physical location in any dimension), Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
6u	17) <i>Dehydrate:</i> Energy Blast 4d6, NND (defense is Power Defense or a body that lacks liquids; +1), Affects Physical World (+2), Reduced Endurance (½ END; +¼); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½)	4
5u	18) <i>Fluid Shaping:</i> Telekinesis (18 STR), Affects Porous, Area Of Effect (5" Any Area; +1), Reduced Endurance (½ END; +¼); Only Affects Fluids (-½)	3
4u	19) <i>Fluid Movement:</i> Swimming +27" (29" total), x4 Noncombat, Reduced Endurance (½ END; +¼)	1
12u	20) <i>Fluid Blast:</i> Energy Blast 7d6, Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
9	<i>Dimensional Bridge Anchor:</i> Uncontrolled (until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	<i>Tyrannon's Toughness:</i> Damage Resistance (20 PD/20 ED)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
5	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (5 points)	0
15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
10	<i>Mystic Awareness:</i> Detect Magic 12- (Sight Group), Discriminatory	0
22	<i>One Will In Many Bodies:</i> Mind Link, specific group of up to 16 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
29	<i>Tyrannon's Malleable Form:</i> Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class), Costs END Only to Change Shape (+¼)	3
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
40	<i>Fluid Body:</i> Desolidification (affected by cold, heat, or fire attacks); Reduced Endurance (0 END; +½), Cannot Pass Through Solid Objects (-½)	0

Perks

30	150 points for Bases and Followers
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

- 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)
 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

Total Disadvantage Points: 924

INSECT VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
24	EGO	28	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
30	PD	20		Total: 30 PD (20 rPD)
30	ED	24		Total: 30 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	8		
100	END	20		
60	STUN	0		Total Characteristics Cost: 293

Movement: Running: 6"/12"
 Flight: 15"/30"
 Teleportation: 13"/26"

Cost	Powers	END
146	<i>Tyrannon's Mighty Magic:</i> Multipower, 146-point reserve	
8u	1) <i>Power Of Tyrannon:</i> Energy Blast 13d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Ire Of Tyrannon:</i> Ego Attack 6½d6, Reduced Endurance (½ END; +¼)	3
8u	3) <i>Hand Of Tyrannon:</i> Telekinesis (24 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
8u	4) <i>Might Of Tyrannon:</i> Energy Blast 11d6, Affects Desolidified (+½)	8
8u	5) <i>Bonds Of Tyrannon:</i> Entangle 5d6, 4 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼)	8
8u	6) <i>Curse Of Tyrannon:</i> Dispel Magic Powers 22d6, any Magic power or spell one at a time (+¼)	8
8u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1)	8
3u	8) <i>Tyrannon Is Legion:</i> Summon 400-point Emissary; Extra Time (One Turn; -1¼)	8
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)	1
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 6d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 13", Armor Piercing (+½)	4
8u	15) <i>Fury Of Tyrannon:</i> Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	12

6u	16) <i>Dimensional Bridge:</i> Extra-Dimensional Movement (any physical location in any dimension), Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
11u	17) <i>Enchantment:</i> Major Transform 5d6 (give item magical powers, heals through any successful application of a Dispel, the death of the Viceroy, or another application of this power), Improved Results Group (any powers; +¼), Reduced Endurance (½ END; +¼)	4
8u	18) <i>Ward-Crushing Blast:</i> Energy Blast 8d6, NND (defense is Power Defense; +1)	8
8u	19) <i>Solar Burst:</i> Sight Group Flash 7d6, Area Of Effect (4" Radius; +1), Reduced Endurance (½ END; +¼)	3
9	<i>Dimensional Bridge Anchor:</i> Uncontrolled (until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	<i>Tyrannon's Toughness:</i> Damage Resistance (20 PD/20 ED)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
10	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (10 points)	0
15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
20	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (20 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
25	<i>Wings:</i> Flight +10" (15" total), Reduced Endurance (½ END; +¼)	1
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness:</i> Detect Magic 12- (Sight Group), Discriminatory	0
22	<i>One Will In Many Bodies:</i> Mind Link, specific group of up to 16 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
29	<i>Tyrannon's Malleable Form:</i> Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class), Costs END Only to Change Shape (+¼)	3
10	<i>Sticky Feet:</i> Clinging (normal STR)	0

Perks

30	150 points for Bases and Followers
10	Fringe Benefit: Head of State

Skills

3	Interrogation 16-
3	AK: Domains Of Tyrannon 12-
2	KS: Blood Image Magic 11-
3	KS: Enchantment 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

- 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)
- 20 Susceptibility: to Sight Group Darkness fields, 1d6 STUN per Phase Viceroy is within such area (Common)
- 20 Unluck: 4d6
- 534 Experience Points

Total Disadvantage Points: 924

OCTOPOID VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
24	EGO	28	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
30	PD	20		Total: 30 PD (20 rPD)
30	ED	24		Total: 30 ED (20 rED)
8	SPD	46		Phases: 2, 3, 5, 6, 8, 9, 11, 12
20	REC	8		
100	END	20		
60	STUN	0		Total Characteristics Cost: 313

Movement: Running: 6"/12"
 Flight: 5"/10"
 Teleportation: 13"/26"
 Swimming: 4"/8"

Cost	Powers	END
146	<i>Tyrannon's Mighty Magic:</i> Multipower, 146-point reserve	
8u	1) <i>Power Of Tyrannon:</i> Energy Blast 13d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Ire Of Tyrannon:</i> Ego Attack 6½d6, Reduced Endurance (½ END; +¼)	3
8u	3) <i>Hand Of Tyrannon:</i> Telekinesis (24 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
8u	4) <i>Might Of Tyrannon:</i> Energy Blast 11d6, Affects Desolidified (+½)	8
8u	5) <i>Bonds Of Tyrannon:</i> Entangle 5d6, 4 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼)	8
8u	6) <i>Curse Of Tyrannon:</i> Dispel Magic Powers 22d6, any Magic power or spell one at a time (+¼)	8
8u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1)	8
3u	8) <i>Tyrannon Is Legion:</i> Summon 400-point Emissary; Extra Time (One Turn; -1¼)	8
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)	1
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 6d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 13", Armor Piercing (+½)	4

8u	15) <i>Fury Of Tyrannon:</i> Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	12
6u	16) <i>Dimensional Bridge:</i> Extra-Dimensional Movement (any physical location in any dimension), Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
8u	17) <i>Enslaving Touch:</i> Major Transform 3½d6 (target gains the Psychological Limitation <i>Believes He's Part Of Tyrannon</i> [Very Common, Total], heals back when Tyrannon so wills), BOECV (+1), Works Against EGO, Not BODY (+¼); No Range (-½)	12
8u	18) <i>Tyrannon Commands The Senses:</i> Mental Illusions 16d6	8
8u	19) <i>Tyrannon Commands The Will:</i> Mind Control 16d6	8
8u	20) <i>Tyrannon Knows Your Inmost Thoughts:</i> Telepathy 16d6	8
9	<i>Dimensional Bridge Anchor:</i> Uncontrolled (until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	<i>Tyrannon's Toughness:</i> Damage Resistance (20 PD/20 ED)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
5	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (5 points)	0
15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
2	<i>Fast Swimmer:</i> Swimming +2" (4" total)	1
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
10	<i>Mystic Awareness:</i> Detect Magic 12- (Sight Group), Discriminatory	0
22	<i>One Will In Many Bodies:</i> Mind Link, any 16 minds, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
29	<i>Tyrannon's Malleable Form:</i> Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class), Costs END Only to Change Shape (+¼)	3
5	<i>Many Tentacles:</i> Extra Limbs (6)	0
7	<i>Long Tentacles:</i> Stretching 1", Reduced Endurance (0 END; +½)	0

Perks

30	150 points for Bases and Followers
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-
 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

- 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)
 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

Total Disadvantage Points: 924

REPTILE VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
24	EGO	28	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
30	PD	20		Total: 30 PD (20 rPD)
30	ED	24		Total: 30 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	8		
100	END	20		
60	STUN	0		Total Characteristics Cost: 293

Movement: Running: 6"/12"
 Flight: 5"/10"
 Teleportation: 13"/26"

Cost	Powers	END
146	<i>Tyrannon's Mighty Magic:</i> Multipower, 146-point reserve	
8u	1) <i>Power Of Tyrannon:</i> Energy Blast 13d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Ire Of Tyrannon:</i> Ego Attack 6½d6, Reduced Endurance (½ END; +¼)	3
8u	3) <i>Hand Of Tyrannon:</i> Telekinesis (24 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
8u	4) <i>Might Of Tyrannon:</i> Energy Blast 11d6, Affects Desolidified (+½)	8
8u	5) <i>Bonds Of Tyrannon:</i> Entangle 5d6, 4 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼)	8
8u	6) <i>Curse Of Tyrannon:</i> Dispel Magic Powers 22d6, any Magic power or spell one at a time (+¼)	8
8u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1)	8
3u	8) <i>Tyrannon Is Legion:</i> Summon 400-point Emissary; Extra Time (One Turn; -1¼)	8
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)	1
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 6d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 13", Armor Piercing (+½)	4
8u	15) <i>Fury Of Tyrannon:</i> Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¼), Personal Immunity (+¼); No Range (-½)	12

6u	16) <i>Dimensional Bridge:</i> Extra-Dimensional Movement (any physical location in any dimension), Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
7u	17) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½), Reduced Endurance (½ END; +¼)	3
6u	18) <i>Age Change:</i> Major Transform 3½d6 (any being or object into older/younger version of itself; heals via the application of any chronal manipulation power), Improved Result Group (+¼)	6
5u	19) <i>Time Sight:</i> Clairsentience (Sight Group and Mystic Awareness), Precognition, Retrocognition, Reduced Endurance (½ END; +¼); Precognition and Retrocognition Only (-½)	3
31	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR), Reduced Endurance (½ END; +¼)	1
9	<i>Dimensional Bridge Anchor:</i> Uncontrolled (until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	<i>Tyrannon's Toughness:</i> Damage Resistance (20 PD/20 ED)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
5	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (5 points)	0
15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
10	<i>Mystic Awareness:</i> Detect Magic 12- (Sight Group), Discriminatory	0
22	<i>One Will In Many Bodies:</i> Mind Link, specific group of up to 16 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
29	<i>Tyrannon's Malleable Form:</i> Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class), Costs END Only to Change Shape (+¼)	3
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0

Perks

30	150 points for Bases and Followers
10	Fringe Benefit: Head of State

Talents

3	Absolute Time Sense
20	Danger Sense (self only, out of combat) 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-
- 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)
- 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 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

Total Disadvantage Points: 924

TREE VICEROY

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
24	EGO	28	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
30	PD	20		Total: 30 PD (20 rPD)
30	ED	24		Total: 30 ED (20 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	8		
100	END	20		
60	STUN	0		Total Characteristics Cost: 293

Movement: Running: 6"/12"
 Flight: 5"/10"
 Teleportation: 13"/26"

Cost	Powers	END
146	<i>Tyrannon's Mighty Magic:</i> Multipower, 146-point reserve	
8u	1) <i>Power Of Tyrannon:</i> Energy Blast 13d6, Reduced Endurance (½ END; +¼)	3
8u	2) <i>Ire Of Tyrannon:</i> Ego Attack 6½d6, Reduced Endurance (½ END; +¼)	3
8u	3) <i>Hand Of Tyrannon:</i> Telekinesis (24 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
8u	4) <i>Might Of Tyrannon:</i> Energy Blast 11d6, Affects Desolidified (+½)	8
8u	5) <i>Bonds Of Tyrannon:</i> Entangle 5d6, 4 DEF, Affects Desolidified (+½), Cannot Be Escaped With Teleportation (+¼)	8
8u	6) <i>Curse Of Tyrannon:</i> Dispel Magic Powers 22d6, any Magic power or spell one at a time (+¼)	8
8u	7) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6+1, BOECV (+1), Does BODY (+1), Continuous (+1)	8
3u	8) <i>Tyrannon Is Legion:</i> Summon 400-point Emissary; Extra Time (One Turn; -1¼)	8
4u	9) <i>First Shield Of Tyrannon:</i> Force Field (10 PD/10 ED/6 Power Defense), Hardened (+¼), Reduced Endurance (½ END; +¼)	1
3u	10) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
4u	11) <i>Quelling Will Of Tyrannon:</i> Suppress Magic Powers 6d6, any Magic power or spell one at a time (+¼)	4
4u	12) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location in any dimension)	4
4u	13) <i>Astral Phasing:</i> Desolidification (affected by spirit magic)	4
4u	14) <i>Astral Leap:</i> Teleportation 13", Armor Piercing (+½)	4
8u	15) <i>Fury Of Tyrannon:</i> Energy Blast 8d6, Area Of Effect (8" Radius; +1), Double Knockback (+¾), Personal Immunity (+¼); No Range (-½)	12

6u	16) <i>Dimensional Bridge:</i> Extra-Dimensional Movement (any physical location in any dimension), Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Usable By Other (+¼); Gate (-½), Extra Time (5 Minutes to activate; -1)	0
6u	17) <i>Animate Plants:</i> Telekinesis (20 STR), Area Of Effect (16" Radius; +1½), Selective (+¼), Reduced Endurance (½ END; +¼); OIF (sufficient quantity and type of plants of opportunity; -½)	4
8u	18) <i>Command Plants:</i> Mind Control 13d6 (Plant group of minds), Reduced Endurance (½ END; +¼)	3
9	<i>Dimensional Bridge Anchor:</i> Uncontrolled (until anchor-disk broken; +½) for Dimensional Bridge; OAF Bulky (disk inlaid with images of Tyrannon; -1½)	0
20	<i>Tyrannon's Toughness:</i> Damage Resistance (20 PD/20 ED)	0
5	<i>Tyrannon's Toughness:</i> Lack of Weakness (-5) for Normal Defenses	0
5	<i>Tyrannon's Pitiless Gaze:</i> Sight Group Flash Defense (5 points)	0
15	<i>Tyrannon's Invincible Ego:</i> Mental Defense (20 points total)	0
15	<i>Tyrannon's Mystic Fortitude:</i> Power Defense (15 points)	0
90	<i>Tyrannon's Godhood:</i> Life Support (Total, including full Immunity as described in <i>Galactic Champions</i> and Longevity: Immortality)	0
27	<i>Tropisms:</i> Spatial Awareness (no Sense Group), Range	0
10	<i>Mystic Awareness:</i> Detect Magic 12- (Sight Group), Discriminatory	0
22	<i>One Will In Many Bodies:</i> Mind Link, specific group of up to 16 forms of Tyrannon, any distance, any dimension, Psychic Bond; Only With Others Who Have Mind Link (-1)	0
29	<i>Tyrannon's Malleable Form:</i> Shape Shift (Sight and Touch Groups, any shapes of that Viceroy's class), Costs END Only to Change Shape (+¼)	3
20	<i>Tyrannon Ignores Gravity:</i> Flight 5", Reduced Endurance (0 END; +½), Persistent (+½)	0
5	<i>Grow Branches, Roots, And Vines:</i> Extra Limbs (thousands), Inherent (+¼); No Fine Manipulation (-¼)	0
15	<i>Extend Branches, Roots, And Vines:</i> Stretching 3", Reduced Endurance (0 END; +½); Only With Extra Limbs (-½)	0

Perks

30	150 points for Bases and Followers
10	Fringe Benefit: Head of State

Talents

3	<i>Thicketmaster:</i> Environmental Movement: no penalties to combat or movement from dense vegetation	0
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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

Total Disadvantage Points: 924

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-	
				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"

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

Total Disadvantage Points: 400

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"

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

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

Total Disadvantage Points: 400

FIRE 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"

Cost	Powers	END
26	<i>Flaming Body:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No STR Bonus (-½)	0
94	<i>Tyrannon's Mighty Magic:</i> Multipower, 94-point reserve	
6u	1) <i>Power Of Tyrannon:</i> Energy Blast 12d6	6
6u	2) <i>Ire Of Tyrannon:</i> Ego Attack 5d6, Reduced Endurance (½ END; +¼)	2
6u	3) <i>Hand Of Tyrannon:</i> Telekinesis (18 STR), BOECV (+1), Reduced Endurance (½ END; +¼)	3
6u	4) <i>Deadly Wrath Of Tyrannon:</i> RKA 1d6, BOECV (+1), Does BODY (+1), Continuous (+1)	6
6u	5) <i>Banishment Of Tyrannon:</i> Dispel Magic 16d6, any Magic spell or power one at a time (+¼)	6
6u	6) <i>Tyrannon Goes Where He Wills:</i> Extra-Dimensional Movement (any physical location, any dimension), x16 Increased Mass	6
3u	7) <i>First Shield Of Tyrannon:</i> Force Field (8 PD/8 ED/5 Power Defense), Hardened Defense (+¼), Reduced Endurance (½ END; +¼)	1
3u	8) <i>Second Shield Of Tyrannon:</i> Missile Deflection (all Ranged attacks), +5 OCV	0
3u	9) <i>Astral Leap:</i> Teleportation 10", Armor Piercing (+½)	3
4u	10) <i>Fire Blast:</i> RKA 3d6	4
10	<i>Spiritual Substance:</i> Damage Resistance (10 PD/10 ED)	0
11	<i>Mighty Will:</i> Mental Defense (15 points total)	0
5	<i>Mystic Defense:</i> Power Defense (5 points)	0
5	<i>Mystic Awareness:</i> Detect Magic 11- (Touch Group)	0
10	<i>One Will In Many Bodies:</i> 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

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 being in vacuum, underwater, or in other fire-suppressant environments, 1d6 damage per Turn character is in such an environment (Uncommon)
15 Unluck: 3d6
5 Vulnerability: 1½ x STUN from Water Attacks (Uncommon)
5 Vulnerability: 1½ x BODY from Water Attacks (Uncommon)
25 Experience Points

Total Disadvantage Points: 400

FLUID 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"

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

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

Total Disadvantage Points: 400

INSECT 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"/30"		
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 (+¼)			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 Defense (+¼), Reduced Endurance (½ END; +¼)			1
3u	8) Second Shield Of Tyrannon: Missile Deflection (all Ranged attacks), +5 OCV			0
3u	9) Astral Leap: Teleportation 10", Armor Piercing (+½)			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
20	Wings: Flight +10" (15" total)			2
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
10	Sticky Feet: Clinging (normal STR)			0

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)
20	Susceptibility: to Sight Group Darkness fields, 1d6 STUN per Phase Viceroy is within such area (Common)
15	Unluck: 3d6
25	Experience Points
Total Disadvantage Points: 400	

OCTOPOID 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)
7	SPD	40		Phs: 2, 4, 6, 7, 9, 11, 12
15	REC	6		
46	END	0		
40	STUN	0		Total Characteristics Cost: 192

Movement: Running: 6"/12"
Flight: 10"/20"
Swimming: 2"/4"

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

Talents

- 3 *At Home In The Water:* Environmental Movement: Aquatic Movement (no penalties in water) 0

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: 208

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 Area Energy Attacks (Common)
10 Vulnerability: 1½ x BODY from Area Energy Attacks (Common)
25 Experience Points

Total Disadvantage Points: 400

REPTILE 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"		
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 (+¼)			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 Defense (+¼), Reduced Endurance (½ END; +¼)			1
3u	8) Second Shield Of Tyrannon: Missile Deflection (all Ranged attacks), +5 OCV			0
3u	9) Astral Leap: Teleportation 10", Armor Piercing (+½)			3
5u	10) Slow Time: Drain SPD 3d6, Ranged (+½), Reduced Endurance (½ END; +¼)			2
25	Bite: HKA 1½d6 (3d6+1 with STR)			2
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
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
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 environments colder than 40 degrees Fahrenheit, Drain DEX 1d6 per Turn (Uncommon)
15	Unluck: 3d6
5	Vulnerability: 1½ x STUN from Cold attacks (Uncommon)
5	Vulnerability: 1½ x BODY from Cold attacks (Uncommon)
25	Experience Points
Total Disadvantage Points: 400	

TREE 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"

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

Total Disadvantage Points: 400

THE MORBANES



THE BLACK MAGICIAN

MORBANE

Black Magic Multipower, City Magic 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	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
30	<i>Black Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Domination:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	2) <i>Befuddlement:</i> Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	3) <i>Spell Of Torment:</i> Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>Touch Of Terror:</i> Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellfire:</i> Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
3u	6) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6

3u	7) <i>Spell-Shattering:</i> Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	8) <i>Call Demonling:</i> Summon four 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
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Flaring Light Bulbs:</i> 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)	4
2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

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
2 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

Total Disadvantage Points: 375

MORBANE

Black Magic Multipower, Diviner 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	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

30	<i>Black Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Domination:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	2) <i>Befuddlement:</i> Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	3) <i>Spell Of Torment:</i> Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>Touch Of Terror:</i> Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellfire:</i> Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
3u	6) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Spell-Shattering:</i> Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	8) <i>Call Demonling:</i> Summon four 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
25	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)	2

2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Black Magic Multipower, Elementalist 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	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**

30	<i>Black Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Domination:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	2) <i>Befuddlement:</i> Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	3) <i>Spell Of Torment:</i> Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>Touch Of Terror:</i> Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellfire:</i> Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
3u	6) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Spell-Shattering:</i> Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	8) <i>Call Demonling:</i> Summon four 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
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Black Magic Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"**Cost Powers END**

30	<i>Black Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Domination:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	2) <i>Befuddlement:</i> Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	3) <i>Spell Of Torment:</i> Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>Touch Of Terror:</i> Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellfire:</i> Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
3u	6) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Spell-Shattering:</i> Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	8) <i>Call Demonling:</i> Summon four 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	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphothic:</i> Drain BODY 1d6	1

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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: 260**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

Total Disadvantage Points: 375

MORBANE

Black Magic Multipower, Necromancer 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**

30	<i>Black Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Domination:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	2) <i>Befuddlement:</i> Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	3) <i>Spell Of Torment:</i> Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>Touch Of Terror:</i> Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellfire:</i> Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
3u	6) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Spell-Shattering:</i> Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	8) <i>Call Demonling:</i> Summon four 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
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5

2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Black Magic Multipower, Other-Worlder 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**

30	<i>Black Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Domination:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	2) <i>Befuddlement:</i> Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	3) <i>Spell Of Torment:</i> Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>Touch Of Terror:</i> Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellfire:</i> Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
3u	6) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Spell-Shattering:</i> Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	8) <i>Call Demonling:</i> Summon four 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
20	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>Peek Through The Dimensions:</i> Clair-sentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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
- 2 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

Total Disadvantage Points: 375

MORBANE

Black Magic Multipower, Summoner 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
30	<i>Black Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Domination:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	2) <i>Befuddlement:</i> Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	3) <i>Spell Of Torment:</i> Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>Touch Of Terror:</i> Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellfire:</i> Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
3u	6) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Spell-Shattering:</i> Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	8) <i>Call Demonling:</i> Summon four 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
30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavishly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15

15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Black Magic Multipower, Thaumaturge 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
30	<i>Black Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Domination:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	2) <i>Befuddlement:</i> Mental Illusions 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	3) <i>Spell Of Torment:</i> Ego Attack 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>Touch Of Terror:</i> Drain PRE 4d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellfire:</i> Energy Blast 9d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
3u	6) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Spell-Shattering:</i> Dispel Magic 16d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	8) <i>Call Demonling:</i> Summon four 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
31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼)	var

15	<i>Enchanted Mace:</i> 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	
	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

- 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

Total Disadvantage Points: 376

THE CITY MAGE

MORBANE

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

30	<i>City Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Fallen Power Line:</i> 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) <i>Exploding Gas Main (Small):</i> 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)	2
2u	3) <i>Exploding Gas Main (Big):</i> 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)	6
3u	4) <i>Flaring Light Bulbs:</i> 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)	6
3u	5) <i>Collapsing Street:</i> 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)	6
3u	6) <i>Wall Of Pavement:</i> 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)	6

1u	7) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	6
2u	9) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	5
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with City Magic Multipower	
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- 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
- 2 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

Total Disadvantage Points: 375

MORBANE

City Magic Multipower, Diviner 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

30	<i>City Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Fallen Power Line:</i> 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) <i>Exploding Gas Main (Small):</i> 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)	2
2u	3) <i>Exploding Gas Main (Big):</i> 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)	6
3u	4) <i>Flaring Light Bulbs:</i> 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)	6
3u	5) <i>Collapsing Street:</i> 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)	6
3u	6) <i>Wall Of Pavement:</i> 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)	6
1u	7) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4

2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	6
2u	9) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
25	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)	2
2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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
- 2 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

Total Disadvantage Points: 375

MORBANE

City Magic Multipower, Elementalism 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

30	<i>City Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Fallen Power Line:</i> 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) <i>Exploding Gas Main (Small):</i> 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)	2
2u	3) <i>Exploding Gas Main (Big):</i> 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)	6
3u	4) <i>Flaring Light Bulbs:</i> 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)	6
3u	5) <i>Collapsing Street:</i> 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)	6
3u	6) <i>Wall Of Pavement:</i> 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)	6

1u	7) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	6
2u	9) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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
- 2 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

Total Disadvantage Points: 375

MORBANE

City Magic Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"

Cost	Powers	END
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30	<i>City Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Fallen Power Line:</i> 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) <i>Exploding Gas Main (Small):</i> 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)	2
2u	3) <i>Exploding Gas Main (Big):</i> 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)	6
3u	4) <i>Flaring Light Bulbs:</i> 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)	6
3u	5) <i>Collapsing Street:</i> 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)	6
3u	6) <i>Wall Of Pavement:</i> 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)	6

1u	7) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	6
2u	9) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
19	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphothic:</i> Drain BODY 1d6	1
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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
- 2 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: 260

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

Total Disadvantage Points: 375

MORBANE

City Magic Multipower, Necromancer 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
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30	<i>City Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Fallen Power Line:</i> 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) <i>Exploding Gas Main (Small):</i> 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)	2
2u	3) <i>Exploding Gas Main (Big):</i> 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)	6
3u	4) <i>Flaring Light Bulbs:</i> 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)	6
3u	5) <i>Collapsing Street:</i> 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)	6
3u	6) <i>Wall Of Pavement:</i> 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)	6

1u	7) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	6
2u	9) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5
2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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
- 2 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

Total Disadvantage Points: 375

MORBANE

City Magic Multipower, Other-Worlder 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**

30	<i>City Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Fallen Power Line:</i> 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) <i>Exploding Gas Main (Small):</i> 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)	2
2u	3) <i>Exploding Gas Main (Big):</i> 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)	6
3u	4) <i>Flaring Light Bulbs:</i> 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)	6
3u	5) <i>Collapsing Street:</i> 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)	6
3u	6) <i>Wall Of Pavement:</i> 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)	6

1u	7) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	6
2u	9) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
20	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Peek Through The Dimensions:</i> Clair-sentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

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
2 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

Total Disadvantage Points: 375

MORBANE

City Magic Multipower, Summoner 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**

30	<i>City Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Fallen Power Line:</i> 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) <i>Exploding Gas Main (Small):</i> 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)	2
2u	3) <i>Exploding Gas Main (Big):</i> 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)	6
3u	4) <i>Flaring Light Bulbs:</i> 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)	6
3u	5) <i>Collapsing Street:</i> 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)	6
3u	6) <i>Wall Of Pavement:</i> 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)	6

1u	7) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	6
2u	9) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavisly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	

- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- 2 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

Total Disadvantage Points: 375

MORBANE

City Magic Multipower, Thaumaturge 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
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30	<i>City Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Fallen Power Line:</i> 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) <i>Exploding Gas Main (Small):</i> 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)	2
2u	3) <i>Exploding Gas Main (Big):</i> 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)	6
3u	4) <i>Flaring Light Bulbs:</i> 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)	6
3u	5) <i>Collapsing Street:</i> 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)	6
3u	6) <i>Wall Of Pavement:</i> 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)	6

1u	7) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	8) <i>Travel Along Electric Lines:</i> Teleportation 30"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	6
2u	9) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	10) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, general area); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼).	var
15	<i>Enchanted Mace:</i> 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	<i>Defensive Spells:</i> Armor (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-

- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- 2 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

- 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

Total Disadvantage Points: 376

THE DIVINER

MORBANE

Diviner 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
30	<i>Divination:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	1) <i>One Day In One Second:</i> 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) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	3) <i>Fast Time:</i> Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>One Night's Sleep In A Second:</i> Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	5) <i>One Step Ahead Of His Enemies:</i> +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	6) <i>One Step Out Of Phase:</i> 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) <i>Step Forward Through The Seconds:</i> 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) <i>Rapid Healing:</i> Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
2u	9) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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
- 2 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

Total Disadvantage Points: 375

MORBANE

Diviner Multipower, City Magic 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

30	<i>Divination:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	1) <i>One Day In One Second:</i> 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) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	3) <i>Fast Time:</i> Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>One Night's Sleep In A Second:</i> Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	5) <i>One Step Ahead Of His Enemies:</i> +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	6) <i>One Step Out Of Phase:</i> 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) <i>Step Forward Through The Seconds:</i> 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) <i>Rapid Healing:</i> Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
2u	9) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Flaring Light Bulbs:</i> 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)	4
2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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
- 2 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

Total Disadvantage Points: 375

MORBANE

Diviner Multipower, Elemental 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**

30	<i>Divination:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	1) <i>One Day In One Second:</i> 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) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	3) <i>Fast Time:</i> Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>One Night's Sleep In A Second:</i> Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	5) <i>One Step Ahead Of His Enemies:</i> +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	6) <i>One Step Out Of Phase:</i> 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) <i>Step Forward Through The Seconds:</i> 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) <i>Rapid Healing:</i> Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
2u	9) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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
- 2 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

Total Disadvantage Points: 375

MORBANE

Diviner Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"

Cost	Powers	END
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30	<i>Divination:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	1) <i>One Day In One Second:</i> 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) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	3) <i>Fast Time:</i> Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>One Night's Sleep In A Second:</i> Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	5) <i>One Step Ahead Of His Enemies:</i> +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	6) <i>One Step Out Of Phase:</i> 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) <i>Step Forward Through The Seconds:</i> 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) <i>Rapid Healing:</i> Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
2u	9) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
19	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphothic:</i> Drain BODY 1d6	1
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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: 260

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

Total Disadvantage Points: 375

MORBANE

Diviner Multipower, Necromancer 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**

30	<i>Divination:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	1) <i>One Day In One Second:</i> 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) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	3) <i>Fast Time:</i> Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>One Night's Sleep In A Second:</i> Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	5) <i>One Step Ahead Of His Enemies:</i> +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	6) <i>One Step Out Of Phase:</i> 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) <i>Step Forward Through The Seconds:</i> 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) <i>Rapid Healing:</i> Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
2u	9) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5
2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	

- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- 2 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

Total Disadvantage Points: 375

MORBANE

Diviner Multipower, Other-Worlder 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**

30	<i>Divination:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	1) <i>One Day In One Second:</i> 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) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	3) <i>Fast Time:</i> Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>One Night's Sleep In A Second:</i> Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	5) <i>One Step Ahead Of His Enemies:</i> +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	6) <i>One Step Out Of Phase:</i> 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) <i>Step Forward Through The Seconds:</i> 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) <i>Rapid Healing:</i> Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5

2u	9) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
20	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Peek Through The Dimensions:</i> Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	415
	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

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
 2 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

Total Disadvantage Points: 375

MORBANE

Diviner Multipower, Summoner 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

30	<i>Divination:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	1) <i>One Day In One Second:</i> 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) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	3) <i>Fast Time:</i> Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>One Night's Sleep In A Second:</i> Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	5) <i>One Step Ahead Of His Enemies:</i> +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	6) <i>One Step Out Of Phase:</i> 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) <i>Step Forward Through The Seconds:</i> 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) <i>Rapid Healing:</i> Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
2u	9) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavishly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Diviner Multipower, Thaumaturge 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**

30	<i>Divination:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	1) <i>One Day In One Second:</i> 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) <i>Slow Time:</i> Drain SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	3) <i>Fast Time:</i> Aid SPD 4d6, Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	4) <i>One Night's Sleep In A Second:</i> Aid END 6d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	5) <i>One Step Ahead Of His Enemies:</i> +5 DCV; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	6) <i>One Step Out Of Phase:</i> 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) <i>Step Forward Through The Seconds:</i> 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) <i>Rapid Healing:</i> Simplified Healing 5d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
2u	9) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

1u	10) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼)	var
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

- 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

Total Disadvantage Points: 376

THE ELEMENTALIST

MORBANE

Elementalist 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

30	<i>Elemental Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Fire Blast I:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Fire Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Self-Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
3u	4) <i>Trapped In A Block Of Ice:</i> Entangle 6d6, 6 DEF; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	5) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½); Only Affects Targets On The Ground (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	6) <i>Wall Of Stone:</i> Force Wall (8 PD/8 ED; 4" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Carried By The Winds:</i> Flight 12", Ranged (+½), Usable As An Attack (defense is Flight or Power Defense; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	8) <i>Summon Elemental:</i> Summon 240-point elemental, Expanded Class (any elemental; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Elemental 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Elementalist Multipower, City Magic 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**

30	<i>Elemental Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Fire Blast I:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Fire Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Self-Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
3u	4) <i>Trapped In A Block Of Ice:</i> Entangle 6d6, 6 DEF; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	5) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½); Only Affects Targets On The Ground (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	6) <i>Wall Of Stone:</i> Force Wall (8 PD/8 ED; 4" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Carried By The Winds:</i> Flight 12", Ranged (+½), Usable As An Attack (defense is Flight or Power Defense; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	8) <i>Summon Elemental:</i> Summon 240-point elemental, Expanded Class (any elemental; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>Flaring Light Bulbs:</i> 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)	4
2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Elemental 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-	
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- 5 *Soul Gem*: +4 to Power: Magic Roll;
OIF (-½)
- 3 Stealth 13-
- 5 Tactics 14-
- 5 Teamwork 14-
- 2 WF: Common Melee Weapons
- 2 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

Total Disadvantage Points: 375

MORBANE

Elementalist Multipower, Diviner 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

30	<i>Elemental Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Fire Blast I:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Fire Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Self-Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
3u	4) <i>Trapped In A Block Of Ice:</i> Entangle 6d6, 6 DEF; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	5) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½); Only Affects Targets On The Ground (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	6) <i>Wall Of Stone:</i> Force Wall (8 PD/8 ED; 4" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Carried By The Winds:</i> Flight 12", Ranged (+½), Usable As An Attack (defense is Flight or Power Defense; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	8) <i>Summon Elemental:</i> Summon 240-point elemental, Expanded Class (any elemental; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
25	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)	2
2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Elemental 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Elementalist Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"**Cost Powers END**

30	<i>Elemental Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Fire Blast I:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Fire Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Self-Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
3u	4) <i>Trapped In A Block Of Ice:</i> Entangle 6d6, 6 DEF; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	5) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½); Only Affects Targets On The Ground (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	6) <i>Wall Of Stone:</i> Force Wall (8 PD/8 ED; 4" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Carried By The Winds:</i> Flight 12", Ranged (+½), Usable As An Attack (defense is Flight or Power Defense; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	8) <i>Summon Elemental:</i> Summon 240-point elemental, Expanded Class (any elemental; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6

19	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphothic:</i> Drain BODY 1d6	1
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Elemental 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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: 260**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

Total Disadvantage Points: 375

MORBANE

Elementalist Multipower, Necromancer 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**

30	<i>Elemental Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Fire Blast I:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Fire Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Self-Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
3u	4) <i>Trapped In A Block Of Ice:</i> Entangle 6d6, 6 DEF; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	5) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½); Only Affects Targets On The Ground (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	6) <i>Wall Of Stone:</i> Force Wall (8 PD/8 ED; 4" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Carried By The Winds:</i> Flight 12", Ranged (+½), Usable As An Attack (defense is Flight or Power Defense; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	8) <i>Summon Elemental:</i> Summon 240-point elemental, Expanded Class (any elemental; +¾); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5
2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Elemental 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Elementalist Multipower, Other-Worlder 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**

30	<i>Elemental Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Fire Blast I:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Fire Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Self-Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
3u	4) <i>Trapped In A Block Of Ice:</i> Entangle 6d6, 6 DEF; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	5) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½); Only Affects Targets On The Ground (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	6) <i>Wall Of Stone:</i> Force Wall (8 PD/8 ED; 4" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Carried By The Winds:</i> Flight 12", Ranged (+½), Usable As An Attack (defense is Flight or Power Defense; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	8) <i>Summon Elemental:</i> Summon 240-point elemental, Expanded Class (any elemental; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
20	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>Peek Through The Dimensions:</i> Clair-sentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	415
12	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Elemental 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
- 2 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

Total Disadvantage Points: 375

MORBANE

Elementalist Multipower, Summoner 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**

30	<i>Elemental Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Fire Blast I:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Fire Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Self-Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
3u	4) <i>Trapped In A Block Of Ice:</i> Entangle 6d6, 6 DEF; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	5) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½); Only Affects Targets On The Ground (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	6) <i>Wall Of Stone:</i> Force Wall (8 PD/8 ED; 4" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Carried By The Winds:</i> Flight 12", Ranged (+½), Usable As An Attack (defense is Flight or Power Defense; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	8) <i>Summon Elemental:</i> Summon 240-point elemental, Expanded Class (any elemental; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6

30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavishly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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Skills

9	+3 with Elemental 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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

Total Disadvantage Points: 375

MORBANE

Elementalist Multipower, Thaumaturge 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

30	<i>Elemental Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>Fire Blast I:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Fire Blast II:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Self-Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
3u	4) <i>Trapped In A Block Of Ice:</i> Entangle 6d6, 6 DEF; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	5) <i>Earthquake:</i> Energy Blast 8d6, Explosion (+½); Only Affects Targets On The Ground (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	6) <i>Wall Of Stone:</i> Force Wall (8 PD/8 ED; 4" long and 1" tall), Opaque (Sight Group); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	7) <i>Carried By The Winds:</i> Flight 12", Ranged (+½), Usable As An Attack (defense is Flight or Power Defense; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	8) <i>Summon Elemental:</i> Summon 240-point elemental, Expanded Class (any elemental; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6

31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼).	var
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Elemental 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

- 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

Total Disadvantage Points: 376

THE HALF-BORN

MORBANE

Half-Born 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
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	<i>Tentacles:</i> 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)	1
30	<i>The Life-Sapping Energy Of The Qliphothic:</i> Multipower, 30-point reserve	
3u	<i>Single Tentacle:</i> Drain BODY 3d6	3
2u	<i>Whipping Tentacles:</i> Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+¼), Selective Target (+¼)	2
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	5

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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-	
13	Power: Magic 18-	
5	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

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

Total Disadvantage Points: 375

MORBANE

Half-Born Multipower, City Magic 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
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	<i>Tentacles:</i> 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)	1
30	<i>The Life-Sapping Energy Of The Qliphothic:</i> Multipower, 30-point reserve	
3u	<i>Single Tentacle:</i> Drain BODY 3d6	3
2u	<i>Whipping Tentacles:</i> Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+¼), Selective Target (+¼)	2
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Flaring Light Bulbs:</i> 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)	4
2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

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-

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

2 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**

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

Total Disadvantage Points: 375

MORBANE

Half-Born Multipower, Diviner 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
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	<i>Tentacles:</i> 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)	1
30	<i>The Life-Sapping Energy Of The Qliphothic:</i> Multipower, 30-point reserve	
3u	<i>Single Tentacle:</i> Drain BODY 3d6	3
2u	<i>Whipping Tentacles:</i> Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+¼), Selective Target (+¼)	2
25	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)	2
2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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-	
13	Power: Magic 18-	
5	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

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

Total Disadvantage Points: 375

MORBANE

Half-Born Multipower, Elementalism 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
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	<i>Tentacles:</i> 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)	1
30	<i>The Life-Sapping Energy Of The Qliphothic:</i> Multipower, 30-point reserve	
3u	<i>Single Tentacle:</i> Drain BODY 3d6	3
2u	<i>Whipping Tentacles:</i> Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+¼), Selective Target (+¼)	2
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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-	
13	Power: Magic 18-	
5	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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**

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

Total Disadvantage Points: 375

MORBANE

Half-Born Multipower, Necromancy 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
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	<i>Tentacles:</i> 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)	1
30	<i>The Life-Sapping Energy Of The Qliphothic:</i> Multipower, 30-point reserve	
3u	<i>Single Tentacle:</i> Drain BODY 3d6	3
2u	<i>Whipping Tentacles:</i> Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+¼), Selective Target (+¼)	2
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5
2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5

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-

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

2 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**

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

Total Disadvantage Points: 375

MORBANE

Half-Born Multipower, Other-Worlder 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
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	<i>Tentacles:</i> 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)	1
30	<i>The Life-Sapping Energy Of The Qliphothic:</i> Multipower, 30-point reserve	
3u	<i>Single Tentacle:</i> Drain BODY 3d6	3
2u	<i>Whipping Tentacles:</i> Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+¼), Selective Target (+¼)	2
20	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Peek Through The Dimensions:</i> Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4

1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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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-	
13	Power: Magic 18-	
5	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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**

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

Total Disadvantage Points: 375

MORBANE

Half-Born Multipower, Summoner 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
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	<i>Tentacles:</i> 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)	1
30	<i>The Life-Sapping Energy Of The Qliphothic:</i> Multipower, 30-point reserve	
3u	<i>Single Tentacle:</i> Drain BODY 3d6	3
2u	<i>Whipping Tentacles:</i> Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+¼), Selective Target (+¼)	2
30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavishly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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-
13	Power: Magic 18-
5	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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****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

Total Disadvantage Points: 375

MORBANE

Half-Born Multipower, Thaumaturgy 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
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	<i>Tentacles:</i> 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)	1
30	<i>The Life-Sapping Energy Of The Qliphothic:</i> Multipower, 30-point reserve	
3u	<i>Single Tentacle:</i> Drain BODY 3d6	3
2u	<i>Whipping Tentacles:</i> Drain BODY 1d6, Area Of Effect (2" Radius; +1), Personal Immunity (+¼), Selective Target (+¼)	2
31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼).	var
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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-
13	Power: Magic 18-
5	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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**

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

Total Disadvantage Points: 376

THE HORRORIST

MORBANE

Horrorist 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

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -¼)	5

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Horrorist Multipower, City Magic 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**

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Flaring Light Bulbs:</i> 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)	4
2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Horrorist Multipower, Diviner 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**

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
25	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)	2
2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5

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 Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Horrorist Multipower, Elementalist 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**

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Horrorist Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"**Cost Powers END**

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
19	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphothic:</i> Drain BODY 1d6	1
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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Skills

9	+3 with Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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

Total Disadvantage Points: 375

MORBANE

Horrorist Multipower, Necromancer 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**

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5
2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0

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

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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	

Total Disadvantage Points: 375

MORBANE

Horrorist Multipower, Other-Worlder 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**

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
20	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Peek Through The Dimensions:</i> Clair-sentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4

1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Horrorist Multipower, Summoner 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**

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavishly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8 Fringe Benefit: Membership (Morbane of DEMON)

Skills

9	+3 with Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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

Total Disadvantage Points: 375

MORBANE

Horrorist Multipower, Thaumaturge 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**

37	<i>Horror Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Domination:</i> Mind Control 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	2) <i>Befuddlement:</i> Mental Illusions 10d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	3) <i>Spell Of Torment:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
4u	4) <i>Touch Of Terror:</i> Drain PRE 5d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼).	var
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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Skills

9	+3 with Horror 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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**

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

Total Disadvantage Points: 376

THE MASTER OF HELLFIRE

MORBANE

Master Of Hellfire 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
37	<i>Hellfire Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II:</i> RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> ,	

page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Master Of Hellfire Multipower, City Magic 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
37	<i>Hellfire Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II:</i> RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Flaring Light Bulbs:</i> 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)	4
2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4

2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Master Of Hellfire Multipower, Diviner 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
37	<i>Hellfire Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II:</i> RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
	625 <i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)	2
2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

**Master Of Hellfire Multipower, Elementalism
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
37	<i>Hellfire Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II:</i> RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Master Of Hellfire Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"

Cost	Powers	END
37	<i>Hellfire Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II:</i> RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
19	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphotic:</i> Drain BODY 1d6	1

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Master Of Hellfire Multipower, Necromancer
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
37	<i>Hellfire Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II:</i> RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5
2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Master Of Hellfire Multipower, Other-Worlder 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
37	<i>Hellfire Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II:</i> RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
20	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Peek Through The Dimensions:</i> Clairsentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4

2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Master Of Hellfire Multipower, Summoner
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
37	<i>Hellfire Magic:</i> Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I:</i> RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II:</i> RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings:</i> Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavishly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Master Of Hellfire Multipower, Thaumaturge
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

37	<i>Hellfire Magic</i> : Multipower, 75-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
4u	1) <i>Hellfire Blast I</i> : RKA 4d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	3
3u	2) <i>Hellfire Blast II</i> : RKA 2d6+1, Variable Advantage (+½ Advantages; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	7
3u	3) <i>Hellfire Blast III</i> : RKA 2d6+1, Area Of Effect (8" Cone; +1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No Range (-½)	7
3u	4) <i>Fiery Wings</i> : Flight 20", Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
3u	5) <i>Hellgate</i> : Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	63
1	<i>Minor Thaumaturgy</i> : Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼).	var

15	<i>Enchanted Mace</i> : 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	<i>Enchanted Robes</i> : Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem</i> : Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem</i> : Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight</i> : Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight</i> : Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Hellfire 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	<i>Soul Gem</i> : +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

- 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

Total Disadvantage Points: 376

THE NECROMANCER

MORBANE

Necromancer 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

36	<i>Necromancy:</i> Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>The Death Touch:</i> RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Life Stealer I:</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)	6
3u	3) <i>Life Stealer II:</i> Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	4) <i>Command The Undead:</i> Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	5) <i>Destroy Undead:</i> RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	6) <i>Raise Skeleton:</i> 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) <i>Raise Zombie:</i> Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	7
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Necromancy 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Necromancer Multipower, City Magic 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**

36	<i>Necromancy:</i> Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>The Death Touch:</i> RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Life Stealer I:</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)	6
3u	3) <i>Life Stealer II:</i> Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	4) <i>Command The Undead:</i> Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	5) <i>Destroy Undead:</i> RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	6) <i>Raise Skeleton:</i> 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) <i>Raise Zombie:</i> Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	7
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>Flaring Light Bulbs:</i> 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)	4
2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Necromancy 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
- 2 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

Total Disadvantage Points: 375

MORBANE

Necromancer Multipower, Diviner 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**

36	<i>Necromancy:</i> Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>The Death Touch:</i> RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Life Stealer I:</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)	6
3u	3) <i>Life Stealer II:</i> Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	4) <i>Command The Undead:</i> Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	5) <i>Destroy Undead:</i> RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	6) <i>Raise Skeleton:</i> 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) <i>Raise Zombie:</i> Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	7
25	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)	2
2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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Skills

9	+3 with Necromancy 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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

Total Disadvantage Points: 375

MORBANE

Necromancer Multipower, Elementalist

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

36	<i>Necromancy:</i> Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>The Death Touch:</i> RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Life Stealer I:</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)	6
3u	3) <i>Life Stealer II:</i> Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	4) <i>Command The Undead:</i> Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	5) <i>Destroy Undead:</i> RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	6) <i>Raise Skeleton:</i> 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) <i>Raise Zombie:</i> Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	7
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	

2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0
2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Necromancy 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Necromancer Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"**Cost Powers END**

36	<i>Necromancy:</i> Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>The Death Touch:</i> RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Life Stealer I:</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)	6
3u	3) <i>Life Stealer II:</i> Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	4) <i>Command The Undead:</i> Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	5) <i>Destroy Undead:</i> RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	6) <i>Raise Skeleton:</i> 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) <i>Raise Zombie:</i> Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	7
19	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphothic:</i> Drain BODY 1d6	1

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Necromancy 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

**Necromancer Multipower, Other-Worlder
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**

36	<i>Necromancy:</i> Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>The Death Touch:</i> RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Life Stealer I:</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)	6
3u	3) <i>Life Stealer II:</i> Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	4) <i>Command The Undead:</i> Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	5) <i>Destroy Undead:</i> RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	6) <i>Raise Skeleton:</i> 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) <i>Raise Zombie:</i> Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	7

20	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Peek Through The Dimensions:</i> Clair-sentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Necromancy 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
- 2 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

Total Disadvantage Points: 375

MORBANE

Necromancer Multipower, Summoner**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**

36	<i>Necromancy:</i> Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>The Death Touch:</i> RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Life Stealer I:</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)	6
3u	3) <i>Life Stealer II:</i> Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	4) <i>Command The Undead:</i> Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	5) <i>Destroy Undead:</i> RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	6) <i>Raise Skeleton:</i> 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) <i>Raise Zombie:</i> Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	7
30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavishly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Necromancy 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Necromancer Multipower, Thaumaturge

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**

36	<i>Necromancy:</i> Multipower, 72-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>The Death Touch:</i> RKA 1d6+1, NND (defense is Life Support [Longevity] or Regeneration; +1), Does BODY (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>Life Stealer I:</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)	6
3u	3) <i>Life Stealer II:</i> Transfer END 2d6, Reduced Endurance (0 END; +½), Ranged (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	4) <i>Command The Undead:</i> Mind Control 14d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	5) <i>Destroy Undead:</i> RKA 4½d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	7
2u	6) <i>Raise Skeleton:</i> 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) <i>Raise Zombie:</i> Summon 178-point Zombie, Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	7

31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼)	var
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	<i>Fringe Benefit:</i> Membership (Morbane of DEMON)	
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Skills

9	+3 with Necromancy 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

- 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

Total Disadvantage Points: 376

THE OTHER-WORLDER

MORBANE

Other-Worlder 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
30	<i>Other-World Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>A Blast Of Other-Worldly Energy:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>A Blast From Above:</i> 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) <i>Peek Through The Dimensions:</i> 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) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	5) <i>A Quick Getaway:</i> 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
3u	6) <i>A Quick Trip:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	7) <i>Summon Other-Worldly Denizen I:</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) <i>Summon Other-Worldly Denizen II:</i> Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	6
3u	9) <i>Summon Slavishly Loyal Other-Worldly Denizen:</i> Summon 150-point other-worldly denizen (choose one type), Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8 Fringe Benefit: Membership (Morbane of DEMON)

Skills

9 +3 with Other-World 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
- 2 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

Total Disadvantage Points: 375

MORBANE

Other-Worlder Multipower, City Magic

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
30	<i>Other-World Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>A Blast Of Other-Worldly Energy:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>A Blast From Above:</i> 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) <i>Peek Through The Dimensions:</i> 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) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	5) <i>A Quick Getaway:</i> 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
3u	6) <i>A Quick Trip:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	7) <i>Summon Other-Worldly Denizen I:</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) <i>Summon Other-Worldly Denizen II:</i> Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	6

3u	9) <i>Summon Slavishly Loyal Other-Worldly Denizen:</i> Summon 150-point other-worldly denizen (choose one type), Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Flaring Light Bulbs:</i> 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)	4
2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Other-World 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
- 2 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

Total Disadvantage Points: 375

MORBANE

Other-Worlder Multipower, Diviner 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**

30	<i>Other-World Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)		
3u	1) <i>A Blast Of Other-Worldly Energy:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
3u	2) <i>A Blast From Above:</i> 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) <i>Peek Through The Dimensions:</i> 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) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4	
2u	5) <i>A Quick Getaway:</i> 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	
3u	6) <i>A Quick Trip:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
2u	7) <i>Summon Other-Worldly Denizen I:</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) <i>Summon Other-Worldly Denizen II:</i> Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	6	

3u	9) <i>Summon Slavishly Loyal Other-Worldly Denizen:</i> Summon 150-point other-worldly denizen (choose one type), Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
25	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)		
2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)	2	
2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0	
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5	
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0	
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0	
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0	
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0	
5	<i>Darksight:</i> Nightvision	0	

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Other-World 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	

- 2 WF: Common Melee Weapons
- 2 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

Total Disadvantage Points: 375

MORBANE

Other-Worlder Multipower, Elemental

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

30	<i>Other-World Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)		
3u	1) <i>A Blast Of Other-Worldly Energy:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
3u	2) <i>A Blast From Above:</i> 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) <i>Peek Through The Dimensions:</i> 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) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4	
2u	5) <i>A Quick Getaway:</i> 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	
3u	6) <i>A Quick Trip:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
2u	7) <i>Summon Other-Worldly Denizen I:</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) <i>Summon Other-Worldly Denizen II:</i> Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	6	

3u	9) <i>Summon Slavishly Loyal Other-Worldly Denizen:</i> Summon 150-point other-worldly denizen (choose one type), Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)		
2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0	
2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4	
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5	
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0	
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0	
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0	
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0	
5	<i>Darksight:</i> Nightvision	0	

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Other-World 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	

- 2 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

Total Disadvantage Points: 375

MORBANE

Other-Worlder Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"**Cost Powers END**

30	<i>Other-World Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)		
3u	1) <i>A Blast Of Other-Worldly Energy:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
3u	2) <i>A Blast From Above:</i> 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) <i>Peek Through The Dimensions:</i> 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) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4	
2u	5) <i>A Quick Getaway:</i> 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	
3u	6) <i>A Quick Trip:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
2u	7) <i>Summon Other-Worldly Denizen I:</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) <i>Summon Other-Worldly Denizen II:</i> Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	6	

3u	9) <i>Summon Slavishly Loyal Other-Worldly Denizen:</i> Summon 150-point other-worldly denizen (choose one type), Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
19	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphotic:</i> Drain BODY 1d6	1	
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0	
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0	
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0	
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0	
5	<i>Darksight:</i> Nightvision	0	

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Other-World 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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: 260**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

Total Disadvantage Points: 375

MORBANE

Other-Worlder Multipower, Necromancer

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

30	<i>Other-World Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)		
3u	1) <i>A Blast Of Other-Worldly Energy:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
3u	2) <i>A Blast From Above:</i> 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) <i>Peek Through The Dimensions:</i> 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) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4	
2u	5) <i>A Quick Getaway:</i> 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	
3u	6) <i>A Quick Trip:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
2u	7) <i>Summon Other-Worldly Denizen I:</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) <i>Summon Other-Worldly Denizen II:</i> Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	6	

3u	9) <i>Summon Slavishly Loyal Other-Worldly Denizen:</i> Summon 150-point other-worldly denizen (choose one type), Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)		
2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5	
2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5	
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5	
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0	
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0	
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0	
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0	
5	<i>Darksight:</i> Nightvision	0	

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Other-World 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Other-Worlder Multipower, Summoner 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**

30	<i>Other-World Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)		
3u	1) <i>A Blast Of Other-Worldly Energy:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
3u	2) <i>A Blast From Above:</i> 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) <i>Peek Through The Dimensions:</i> 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) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4	
2u	5) <i>A Quick Getaway:</i> 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	
3u	6) <i>A Quick Trip:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
2u	7) <i>Summon Other-Worldly Denizen I:</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) <i>Summon Other-Worldly Denizen II:</i> Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	6	

3u	9) <i>Summon Slavishly Loyal Other-Worldly Denizen:</i> Summon 150-point other-worldly denizen (choose one type), Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6	
30	<i>Call Specific Demonling:</i> Summon 250-point Demonling, Slavishly Loyal (+1), Specific Individual (+1); Gestures (-½), Incantations (-½), Extra Time (1 Hour; -3)	15	
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0	
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0	
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0	
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0	
5	<i>Darksight:</i> Nightvision	0	

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Other-World 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Other-Worlder Multipower, Thaumaturge 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**

30	<i>Other-World Magic:</i> Multipower, 60-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
3u	1) <i>A Blast Of Other-Worldly Energy:</i> Energy Blast 12d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
3u	2) <i>A Blast From Above:</i> 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) <i>Peek Through The Dimensions:</i> 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) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	5) <i>A Quick Getaway:</i> 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
3u	6) <i>A Quick Trip:</i> Teleportation 15", x16 Noncombat, x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
2u	7) <i>Summon Other-Worldly Denizen I:</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) <i>Summon Other-Worldly Denizen II:</i> Summon 300-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	6

3u	9) <i>Summon Slavishly Loyal Other-Worldly Denizen:</i> Summon 150-point other-worldly denizen (choose one type), Slavishly Loyal (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	6
31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼)	var
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	<i>Fringe Benefit:</i> Membership (Morbane of DEMON)	
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Skills

9	+3 with Other-World 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

- 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

Total Disadvantage Points: 376

THE SUMMONER

MORBANE

Summoner 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

38	<i>Summoning:</i> Multipower, 76-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Call Shadow:</i> Summon 366-point Shadow; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	2) <i>Call Demon Steed:</i> Summon 250-point Demon Steed, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	3) <i>Call Demon Hound:</i> Summon 240-point Demon Hound, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
3u	4) <i>Rushed Call Demon Hound:</i> Summon 240-Demon Hound, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
2u	5) <i>Call Demonling:</i> Summon 233-point Demonling, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	6) <i>Call Imp:</i> Summon 224-point Imp, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	7) <i>Dismiss Demon:</i> Dispel Summon 25d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Summoned Demons (-1)	7
24	<i>Minor Black Magic:</i> Multipower, 48-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0

2u	1) <i>Befuddlement:</i> Mental Illusions 7d6, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	1
1u	2) <i>Touch Of Terror:</i> Drain PRE 2d6, Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
2u	3) <i>Spell-Shattering:</i> Dispel Magic 12d6, any Magic power one at a time (+¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	4) <i>Call Demonling:</i> Summon 233-point Demonling (see <i>HERO System Bestiary</i> , page 51); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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Skills

9	+3 with Summoning 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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

Total Disadvantage Points: 375

MORBANE

Summoner Multipower, City Magic 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**

38	<i>Summoning:</i> Multipower, 76-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Call Shadow:</i> Summon 366-point Shadow; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	2) <i>Call Demon Steed:</i> Summon 250-point Demon Steed, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	3) <i>Call Demon Hound:</i> Summon 240-point Demon Hound, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
3u	4) <i>Rushed Call Demon Hound:</i> Summon 240-Demon Hound, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
2u	5) <i>Call Demonling:</i> Summon 233-point Demonling, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	6) <i>Call Imp:</i> Summon 224-point Imp, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	7) <i>Dismiss Demon:</i> Dispel Summon 25d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Summoned Demons (-1)	7
20	<i>Minor City Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Flaring Light Bulbs:</i> 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)	4

2u	2) <i>Wall Of Pavement:</i> 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)	4
1u	3) <i>Pass Through Walls:</i> Desolidification (affected by any attack); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Does Not Protect Against Damage (-1)	4
2u	4) <i>Travel Along Electric Lines:</i> Teleportation 20"; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Between Conductors Or Through Wires (-½)	4
2u	5) <i>Draw Upon The Spirit Of The City:</i> Aid END 4d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	6) <i>The City's Warning Whisper:</i> Danger Sense (INT Roll) (any danger, immediate vicinity); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Summoning 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	

- 2 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

Total Disadvantage Points: 375

MORBANE

Summoner Multipower, Diviner 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**

38	<i>Summoning:</i> Multipower, 76-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)			
2u	1) <i>Call Shadow:</i> Summon 366-point Shadow; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)			7
2u	2) <i>Call Demon Steed:</i> Summon 250-point Demon Steed, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)			7
2u	3) <i>Call Demon Hound:</i> Summon 240-point Demon Hound, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)			7
3u	4) <i>Rushed Call Demon Hound:</i> Summon 240-Demon Hound, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)			2
2u	5) <i>Call Demonling:</i> Summon 233-point Demonling, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)			7
2u	6) <i>Call Imp:</i> Summon 224-point Imp, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)			7
2u	7) <i>Dismiss Demon:</i> Dispel Summon 25d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Summoned Demons (-1)			7
25	<i>Minor Divination:</i> Multipower, 50-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)			
2u	1) <i>One Step Out Of Phase:</i> Desolidification (affected by temporal/dimensional attacks), Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Cannot Pass Through Solid Objects (-½)			2

2u	2) <i>He's Seen This Moment Before:</i> Luck 10d6; Only Once Per Battle (-0), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	0
1u	3) <i>A View Of The Future:</i> Clairsentience (Sight and Hearing Group), Precognition; Gestures (-½), Incantations (-½), Requires A Magic Roll (-½), No Range (-½), Precognition Only (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Summoning 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Summoner Multipower, Elementalist 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**

38	<i>Summoning:</i> Multipower, 76-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Call Shadow:</i> Summon 366-point Shadow; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	2) <i>Call Demon Steed:</i> Summon 250-point Demon Steed, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	3) <i>Call Demon Hound:</i> Summon 240-point Demon Hound, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
3u	4) <i>Rushed Call Demon Hound:</i> Summon 240-Demon Hound, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
2u	5) <i>Call Demonling:</i> Summon 233-point Demonling, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	6) <i>Call Imp:</i> Summon 224-point Imp, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	7) <i>Dismiss Demon:</i> Dispel Summon 25d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Summoned Demons (-1)	7
24	<i>Elemental Magic:</i> Multipower, 49-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Self Immolation:</i> HKA 1d6, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), No STR Bonus (-½)	0

2u	2) <i>Wall Of Stone:</i> Force Wall (5 PD/5 ED; 4" long and 1" tall), Opaque; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>Carried By The Winds:</i> Flight 12", Usable As An Attack (+1); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Summoning 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Summoner Multipower, Half-Born 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
24	PRE	14	14-	PRE Attack: 5d6
4	COM	-3	10-	
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: 115

Movement: Running: 6"/12"

Cost Powers END

38	<i>Summoning:</i> Multipower, 76-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Call Shadow:</i> Summon 366-point Shadow; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	2) <i>Call Demon Steed:</i> Summon 250-point Demon Steed, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	3) <i>Call Demon Hound:</i> Summon 240-point Demon Hound, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
3u	4) <i>Rushed Call Demon Hound:</i> Summon 240-Demon Hound, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
2u	5) <i>Call Demonling:</i> Summon 233-point Demonling, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	6) <i>Call Imp:</i> Summon 224-point Imp, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	7) <i>Dismiss Demon:</i> Dispel Summon 25d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Summoned Demons (-1)	7

19	<i>Tentacles:</i> 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	<i>The Life-Sapping Energy Of The Qliphothic:</i> Drain BODY 1d6	1
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Summoning 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Summoner Multipower, Necromancer 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**

38	<i>Summoning:</i> Multipower, 76-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Call Shadow:</i> Summon 366-point Shadow; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	2) <i>Call Demon Steed:</i> Summon 250-point Demon Steed, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	3) <i>Call Demon Hound:</i> Summon 240-point Demon Hound, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
3u	4) <i>Rushed Call Demon Hound:</i> Summon 240-Demon Hound, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
2u	5) <i>Call Demonling:</i> Summon 233-point Demonling, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	6) <i>Call Imp:</i> Summon 224-point Imp, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	7) <i>Dismiss Demon:</i> Dispel Summon 25d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Summoned Demons (-1)	7
27	<i>Necromancy:</i> Multipower, 54-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Command The Undead:</i> Mind Control 10d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Versus Undead (-1)	5

2u	2) <i>Raise Skeleton:</i> Summon 179-point Skeleton, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Bones Or Body Present (-1)	5
2u	3) <i>Raise Zombie:</i> Summon 178-point Zombie, Loyal (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Must Have Body Present (-1)	5
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Summoning 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	
2	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

Total Disadvantage Points: 375

MORBANE

Summoner Multipower, Other-Worlder 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**

38	<i>Summoning:</i> Multipower, 76-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Call Shadow:</i> Summon 366-point Shadow; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	2) <i>Call Demon Steed:</i> Summon 250-point Demon Steed, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	3) <i>Call Demon Hound:</i> Summon 240-point Demon Hound, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
3u	4) <i>Rushed Call Demon Hound:</i> Summon 240-Demon Hound, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
2u	5) <i>Call Demonling:</i> Summon 233-point Demonling, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	6) <i>Call Imp:</i> Summon 224-point Imp, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	7) <i>Dismiss Demon:</i> Dispel Summon 25d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Summoned Demons (-1)	7
0	<i>Other-World Magic:</i> Multipower, 40-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Peek Through The Dimensions:</i> Clair-sentience (Sight and Hearing Group), Dimensional (single other dimension, defined when the power is bought); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4

2u	2) <i>Other-Worldly Movement:</i> Extra-Dimensional Movement (any location in a single dimension), x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	3) <i>A Quick Getaway:</i> Extra-Dimensional Movement (any location in a single dimension), Trigger (variable; +½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
2u	4) <i>A Quick Trip:</i> Teleportation 12", x8 Increased Mass; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	4
1u	5) <i>Summon Other-Worldly Denizen I:</i> Summon 200-point other-worldly denizen (choose one type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
1u	6) <i>Summon Other-Worldly Denizen II:</i> Summon 200-point other-worldly denizen (choose different type); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	4
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)	
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Skills

9	+3 with Summoning 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)	
3	Stealth 13-	
5	Tactics 14-	
5	Teamwork 14-	
2	WF: Common Melee Weapons	

- 2 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

Total Disadvantage Points: 375

MORBANE

Summoner Multipower, Thaumaturge 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**

38	<i>Summoning:</i> Multipower, 76-point reserve; all slots Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	
2u	1) <i>Call Shadow:</i> Summon 366-point Shadow; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	2) <i>Call Demon Steed:</i> Summon 250-point Demon Steed, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	3) <i>Call Demon Hound:</i> Summon 240-point Demon Hound, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
3u	4) <i>Rushed Call Demon Hound:</i> Summon 240-Demon Hound, Reduced Endurance (½ END; +¼); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½)	2
2u	5) <i>Call Demonling:</i> Summon 233-point Demonling, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	6) <i>Call Imp:</i> Summon 224-point Imp, Amicable (+½); Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Extra Time (1 Turn; -1¼)	7
2u	7) <i>Dismiss Demon:</i> Dispel Summon 25d6; Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Only Works Against Summoned Demons (-1)	7
31	<i>Minor Thaumaturgy:</i> Variable Power Pool, 24 base + 12 control cost; Gestures (-¼), Incantations (-¼), Only Magic (-¼).	var

15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½) 0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½) 0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½) 0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory 0
5	<i>Darksight:</i> Nightvision 0

Perks

8	<i>Fringe Benefit:</i> Membership (Morbane of DEMON)
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Skills

9	+3 with Summoning 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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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

- 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

Total Disadvantage Points: 376

THE THAUMATURGE

MORBANE

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	END
80	<i>Thaumaturgy:</i> Variable Power Pool, 62 base + 31 control cost (93 Active Points); Gestures (-¼), Incantations (-¼), Only Magic (-¼).	
15	<i>Enchanted Mace:</i> 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	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Soul Gem:</i> Mental Defense (9 points total); OIF (-½)	0
3	<i>Soul Gem:</i> Power Defense (5 points); OIF (-½)	0
10	<i>Spellsight:</i> Detect Magic 13- (Sight Group), Discriminatory	0
5	<i>Darksight:</i> Nightvision	0
3	Individual Morbane abilities, created by GM	

Perks

8	Fringe Benefit: Membership (Morbane of DEMON)
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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	<i>Soul Gem:</i> +4 to Power: Magic Roll; OIF (-½)
3	Stealth 13-
5	Tactics 14-
5	Teamwork 14-
2	WF: Common Melee Weapons
2	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

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

Total Disadvantage Points: 375

DEMON-BOUND



DEMON BROTHER

Beautiful, Glorious Evil

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
30	COM	10	15-	
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: 113

Movement: Running: 6"/12"

Cost Powers END

14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
60	<i>Unholy Beauty:</i> Mind Control 10d6, Telepathic (+¼), Reduced Endurance (0 END; +½), Area Of Effect (9" Radius; +1¼); No Range (-½), Set Effect ("love me, don't hurt me"; -1)	0
10	<i>Difficult To Harm:</i> +2 DCV	0

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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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)
- 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

Total Disadvantage Points: 275

DEMON BROTHER				
The Devil In Mind				
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-
19	EGO	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	END	10		
40	STUN	9		Total Characteristics Cost:117
Movement:		Running: 6"/12"		
Cost	Powers			END
14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)			[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)			
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)			
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)			0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)			0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)			0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%			0
41	<i>Blandishments Of Belial:</i> Multipower, 62-point reserve; all slots Activation Roll 14- (-½)			
4u	1) <i>Infernal Control:</i> Mind Control 10d6, Telepathic (+¼); Activation Roll 14- (-½)			6
4u	2) <i>Infernal Images:</i> Mental Illusions 12d6; Activation Roll 14- (-½)			6
4u	3) <i>Infernal Seeking:</i> Mind Scan 12d6; Activation Roll 14- (-½)			6
4u	4) <i>Infernal Terror:</i> Ego Attack 6d6; Activation Roll 14- (-½)			6
9	Mental Defense (9 points + EGO/5)			0
Perks				
1	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: 158

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, 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

DEMON BROTHER

The Doppelganger

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

Movement: Running: 6"/12"

Cost	Powers	END
14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
70	<i>Demonic Doubling:</i> 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 (-½), Powers May Only Be As Powerful As Target's Powers (-½)	var
5	<i>Two-Faced:</i> 360-Degree Perception for Normal Sight	0

Perks

- 1 Fringe Benefit: Membership (Brother of DEMON)

Skills

- 4 +2 OCV with Hand-To-Hand Attack
 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: 171

Total Cost: 274

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

Total Disadvantage Points: 274

DEMON BROTHER

The Evil Quintuplets

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

Movement: Running: 6"/12"

Cost Powers **END**

14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
51	Duplication (creates four 204-point Duplicates)	0
20	Mind Link, specific group (Duplicates) of up to any 4 minds, Psychic Bond	0

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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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	Teamwork 16-
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: 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, 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

DEMON BROTHER

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

Movement: Running: 6"/12"

Cost Powers **END**

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

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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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-
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: 171

Total Cost: 274

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

Total Disadvantage Points: 274

DEMON BROTHER

The Fallen Into Flames

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

Movement: Running: 6"/12"

Cost Powers **END**

14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
24	Elemental Control, 48-point powers	
24	1) <i>Wings Of Demonic Fire:</i> Flight 24"	5
27	2) <i>Infernal Mantle:</i> HKA 1d6+1, Damage Shield (does damage in HTH Combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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Skills

4	+2 with Flight
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: 171

Total Cost: 274

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

Total Disadvantage Points: 274

DEMON BROTHER

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

Movement: Running: 6"/12"

Cost Powers **END**

14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
72	<i>Demonic Healing:</i> Transfer 2½d6 (target's BODY to character's BODY, STUN, or END), Ranged (+½), Variable Effect (either BODY, STUN, or END, one at a time; +¼), Transfer To Other (+½); Activation Roll 15- (-¼)	9

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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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-
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: 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, 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

DEMON BROTHER

The Horror In The Dark

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

Movement: Running: 6"/12"

Cost Powers **END**

14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
7	+3 DEX; Only In Darkness (-¼)	0
35	<i>Shadow Mantle:</i> Darkness to Sight Group 3" radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
30	<i>Fangs:</i> HKA 2d6 (3d6 with STR)	3

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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Skills

8	+4 OCV with Fangs
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: 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, 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

DEMON BROTHER

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

Movement: Running: 6"/12"

Cost Powers **END**

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

1	Fringe Benefit: Membership (Brother of DEMON)
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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)
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

Total Disadvantage Points: 273

DEMON BROTHER

Mired In The World

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

Movement: Running: 6"/12"

Cost	Powers	END
14	Brazen Wand: Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire 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	Infernal Bindings: Multipower, 90-point reserve, all slots Defense Depends On Materials Used (-½)	
6u	1) The First Binding: Entangle 9d6; Defense Depends On Materials Used (-½)	9
6u	2) The Second Binding: Entangle 6d6, Area Of Effect (One Hex; +½); Defense Depends On Materials Used (-½)	9
6u	3) The Third Binding: Entangle 4d6, Area Of Effect (Any Area; +1¼); Defense Depends On Materials Used (-½)	9

Perks

1 Fringe Benefit: Membership (Brother of DEMON)

Skills

2 +1 OCV with First Binding

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: 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, 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

DEMON BROTHER

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

Movement: Running: 6"/12"

Cost	Powers	END
14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
45	<i>Behemoth's Blessing:</i> 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
7	<i>Behemoth's Fists:</i> HA +2d6; Hand-To-Hand Attack (-½)	1

Perks

- 1 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)
 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

Total Disadvantage Points: 275

DEMON BROTHER

The Spirit Of Evil

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

Movement: Running: 6"/12"

Cost Powers **END**

14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
50	<i>Infernal Spirit Form:</i> Desolidification (affected by magic), Reduced Endurance (½ END; +¼)	3
20	<i>To Touch The World:</i> Affects Physical World (+2) for 10 STR	2
9	<i>Blink Intangibility:</i> +4 DCV; Does Not Work While Desolidification Is Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼)	2

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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Skills

2	KS: Arcane And Occult Lore 11-
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: 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, 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

DEMON BROTHER

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

Movement: Running: 6"/12"

Cost Powers **END**

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

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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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)
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

Total Disadvantage Points: 275

DEMON BROTHER

The Trod Upon Servant Of Darkness

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

Movement: Running: 6"/12"

Cost Powers **END**

14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
70	<i>Blessing Of The Demon-Bound:</i> Aid Demon-Bound 8d6, any Demon-Bound ability one at a time (+¼), Ranged (+½); Side Effect (character suffers 3d6 Normal Damage, always occurs; -½), Others Only (-½)	0

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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Skills

10	+5 OCV with Aid
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: 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, 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

DEMON BROTHER

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

Movement: Running: 6"/12"

Cost Powers **END**

14	<i>Brazen Wand:</i> Multipower, 35-point reserve, all OAF (-1), 8 Charges on entire Multipower (-½)	[8]
2u	1) <i>Eldritch Blast:</i> Energy Blast 7d6; OAF (-1)	
2u	2) <i>Deadly Blast:</i> RKA 2d6+1; OAF (-1)	
12	<i>Amulet Of Protection:</i> Armor (6 PD/6 ED); OIF (-½)	0
3	<i>Amulet Of Protection:</i> Power Defense (5 points); OIF (-½)	0
18	<i>Tough Skin:</i> Armor (6 PD/6 ED)	0
20	<i>Infernal Vitality:</i> Physical and Energy Damage Reduction, 25%	0
60	<i>Hellfire:</i> Multipower, 60-point reserve	
6u	1) <i>Hellfire Blast:</i> Energy Blast 12d6	
6u	2) <i>Hellfire Cone:</i> Energy Blast 6d6, Area Of Effect (7" Cone; +1)	
4u	3) <i>Hellfire Shield:</i> Force Wall (0 PD/8 ED), Transparent (physical; +½) plus RKA ½d6, Continuous (+1), Damage Shield (+½); No Knockback (-¼), Linked (-½)	

Perks

1	Fringe Benefit: Membership (Brother of DEMON)
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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-
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: 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, 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