

Hosgril (King's Court Jester)

Value	Characteristic	Points
8	STR	-2
20	DEX	30
14	CON	8
10	BODY	0
18	INT	8
18	EGO	16
18	PRE	8
18	COM	4
5	PD	3
5	ED	2
3	SPD	0
5	REC	0
28	END	0
21	STUN	0
	Total	77



Points	Powers	END
8	Blurry Edges (25% Resistant Energy and Physical Damage Reduction); Active Points: 37; Reduced END: Half, $\frac{1}{4}$; Costs END: $-\frac{1}{2}$; Activation: 14-, $-\frac{1}{2}$; Extra Time: full phase, $-\frac{1}{2}$; Small Silver Mirror (Focus): Obvious Accessible, -1; Fragile Focus: $-\frac{1}{4}$; Gestures: Instant Power, $-\frac{1}{4}$; Incantation: Instant Power, $-\frac{1}{4}$; Requires Magic Skill Roll: $-\frac{1}{2}$	2
9	1d6 Dizzy Daze (Dex Drain) (Return/min.); Range: 150; Active Points: 30; Ranged: $+\frac{1}{2}$; Based on EGO Combat Value: vs. ECV, +1; Affects: Single Power, +0; Small Mega Phone (Focus): Obvious Accessible, -1; Gestures: Instant Power, $-\frac{1}{4}$; Incantation: Instant Power, $-\frac{1}{4}$; Target must be able to hear: Slightly, $-\frac{1}{4}$; Requires Magic Skill Roll: $-\frac{1}{2}$; Reduced END: Half, $\frac{1}{4}$	2
8	Mirror Self (Images) (Normal Sight, Hearing, 1" radius); Range: 160; Observer PER Penalty: 2, +6; Active Points: 32; Reduced END: Half, $\frac{1}{4}$; Extra Time: full phase, $-\frac{1}{2}$; Small Silver Mirror (Focus): Obvious Accessible, -1; Fragile Focus: $-\frac{1}{4}$; Gestures: Instant Power, $-\frac{1}{4}$; Incantation: Instant Power, $-\frac{1}{4}$; Image must start at no range: Slightly, $-\frac{1}{4}$; Requires Magic Skill Roll: $-\frac{1}{2}$	2
12	3d6 Pain Throb (Ego Attack); Active Points: 37; Reduced END: Half, $\frac{1}{4}$; Small Stick Doll (Focus): Obvious Accessible,	2

	-1; Gestures: Instant Power, - $\frac{1}{4}$; Incantation: Instant Power, - $\frac{1}{4}$; Requires Magic Skill Roll: - $\frac{1}{2}$	
6	Running (+3", 9", NC: 18"); Non-Combat Multiplier: $\times 2$, +0; Has Turn Mode: No, +0	2
5	Thought Push (Mind Link); Minds: Any One Mind, +15; Number of Minds: 2, +5; Distance: Any, +5; Dimension: Current, +0; Concentrate: 0 DCV, - $\frac{1}{2}$; Extra Time: 1 turn, -1; Link with: Anyone, +0; Steel Bead (Focus): Inobvious Accessible, - $\frac{1}{2}$; Active Points: 25; Gestures: Instant Power, - $\frac{1}{4}$; Incantation: Instant Power, - $\frac{1}{4}$; Requires Ego Rolls To Use: Significantly, - $\frac{3}{4}$; Requires Magic Skill Roll: - $\frac{1}{2}$; Costs 2 END to Talk: Slightly, - $\frac{1}{4}$	
48	Total Powers	

Points	Skills, Talents, Perks	Roll
3	Acrobatics	13-
3	Acting	13-
3	AK: Melderyn	13-
3	Breakfall	13-
3	Bribery	13-
3	Climbing	13-
3	Concealment	13-
3	Contortionist	13-
3	Conversation	13-
1	Forgery	8-
3	Gambling	11-
3	High Society	13-
3	KS: Court Humor	13-
3	Lockpicking	13-
9	Magic Skill	16-
3	Mimicry	11-
3	PS: Merchant	13-
1	Riding	8-
3	Shadowing	11-
3	Sleight of Hand	13-
3	Stealth	13-
3	Streetwise	13-
1	Swords	
3	Trading	13-

3	Ventriloquism	11-
75	Total Skills, Talents, Perks	

Cost	Equipment
0	Boiled Leather (Coverage: Full, PD 3, ED 3); Weight: 7
0	Dagger (½d6K, OCV: +1); DC: 2; STUNx: 0; STR Min: 8; Weight: 0 ; Can Be Thrown (4x)
0	Lockpicks (0kg)
0	Stiletto (½d6K AP, OCV: +1); DC: 2; STUNx: 0; STR Min: 8; Weight: 0 ; Can Be Thrown (2x)
0	Total Equipment (7 kg)

75+	Disadvantages
5	Jester Suit (Distinctive Features); Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0
10	Loves To Gamble (Common, Moderate)
15	Loves To Manipulate People or Events (Very Common, Moderate)
10	2d6 Unluck
10	Watched by Merchant's Guild (14-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: ×½; Punishment: Harsh, 0
50	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base** **Exp.**
 77 + 123 = 200 200 = 50 + 75 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
7	7	6	0	8/3	8/3	4, 8, 12