

Name: Marrow (DEMON Morbane)

Alternate ID: Jeremy Franklin

Val	Char	Base	Cost
18	STR	10	8
20	DEX	10	30
20	CON	10	20
10	BODY	10	0
18	INT	10	8
20	EGO	10	20
20	PRE	10	10
8	COM	10	-1
8/21	PD	4	4
10/23	ED	4	6
6	SPD	3.0	30
8	REC	8	0
40	END	40	0
29	STUN	29	0
9"	RUN	6	6
2"	SWIM	2	0
3 1/2"	LEAP	4	0

STR Roll: 13- **Run:** 9"
DEX Roll: 13- **Swim:** 2"
CON Roll: 13- **Leap:** 3 1/2"
INT Roll: 13-
EGO Roll: 13-
PER Roll: 13-

Disadvantages	Pts
Distinctive Features: Voodoo Tatoos	15
Concealable, Always Noticed and Causes Major Reaction, Detectable By Commonly-Used Senses	
Hunted: UNTIL 8- (Occasionally), More Powerful, NCI, Harshly Punish	20
Hunted: White Magic Groups 14- (Very Frequently), As Powerful, Harshly Punish	20
Hunted: DEMON 11- (Frequently), More Powerful, NCI, Watching	15
Psychological Limitation: Loyal To DEMON Common, Strong	15
Psychological Limitation: Manipulative Very Common, Moderate	15
Psychological Limitation: Religious Fanatic Common, Strong	15
Psychological Limitation: Sadistic Common, Strong	15
Reputation: Fanatical Black Magic Worshipers, Almost Always (14-), Extreme, Known Only Those Who Delve In Magic Groups	15
Unluck: +2d6	10

XP **Base Points : 200**
175 **Disads Total + 155**
Experience Spent + 175
Total Cost = 530



Pts. Power/Skill/Perk/Talent END

- 38 **Voodoo Bone Manipulation:** Elemental Control, 76-point powers
- 30 1) **Bone Flipping:** Energy Blast 8 1/2d6, Reduced Endurance (1/2 END; +1/4), Penetrating (+1/2) (75 Active Points); Reduced Penetration (-1/4)
- 38 2) **Walls Of Bone:** Entangle 6d6, 6 DEF, Reduced Endurance (1/2 END; +1/4) (75 Active Points)
- 38 3) **Call Bone Golem:** Summon 191-point Bone Golem, Friendly (+1) (76 Active Points)
- 34 4) **Spinning Bone Shield:** (Total: 75 Active Cost, 66 Real Cost) Force Field (13 PD/13 ED) (Protect Carried Items), Reduced Endurance (1/2 END; +1/4) (45 Active Points); Only 1/3 Power Against Area Affect Attacks Power loses less than a fourth of its effectiveness (-1/4) (Real Cost: 36) **plus** Energy Blast 2d6, Damage Shield (+1/2), Penetrating (+1/2), Continuous (+1) (30 Active Points) (Real Cost: 30)
- 75 **Voodoo Magic:** VPP (Magic Pool), 60 base + 15 control cost, (90 Active Points); VPP Powers Can Be Changed By Studying Arcane Tomes (-1/2); all slots Gestures (-1/4), Incantations (-1/4)
- 0 1) **Magie Dampener:** Drain Magic Powers 1d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), Reduced Endurance (1/2 END; +1/4), Ranged (+1/2), Continuous (+1), any [special effect] power one at a time (+2) (50 Active Points); Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 25
- 0 2) **Voodoo Doll Hex Control:** Cosmetic Transform 1d6 (Person Into Willing Slave), Trigger (Squeezes Doll, Spell Marks Target With Red Circle Tatoo) (+1/4), Partial Transform (Target Must Make Ego Roll At -1/5 BODY Or Lose Action) (+1/2), Indirect (Same origin, always fired away from attacker; +3/4), Continuous (+1) (17 Active Points); OAF Fragile (Focus (Voodoo Doll); -1 1/4), Only Works If Practitioner Has Piece Of Target Power does not work in Very Uncommon Circumstances (-1), Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 4
- 0 3) **Voodoo Doll Stick:** Killing Attack - Ranged 1d6, Indirect (Same origin, always fired away from attacker; +3/4), No Normal Defense (Magic Ward or Magic FF) ([Standard]; +1), Does BODY (+1) (56 Active Points); OAF Fragile (Focus (Voodoo Doll and Pin); -1 1/4), Only Works If Practitioner Has Piece Of Target Power does not work in Very Uncommon Circumstances (-1), Requires A Magic Roll (-1/2), No Knockback (-1/4), Gestures (Poke Doll With Pin) (-1/4), Incantations (-1/4) Real Cost: 12
Magical Warding Tatoos, all slots Activation Roll 14- (-1/2)
- 14 1) **Tough Skin:** Armor (7 PD/7 ED) (21

Base OCV: 7 Base DCV: 7

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 with Bone EC

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 20 SPD: 6 ECV: 7
Phases: 2, 4, 6, 8, 10, 12
8/21 PD (0/13 rPD) 10/23 ED (0/13 rED) MD: 11
END: 40 STUN: 29 BODY: 10



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	Active Points); Activation Roll 14- (-1/2)	
3	2) <i>Mind Shield</i> : Mental Defense (11 points total) (7 Active Points); Only Works Against Magic Based Effects Limited Type of Attack (-1/2), Activation Roll 14- (-1/2)	0
3	3) <i>Soul Safe</i> : Power Defense (7 points) (7 Active Points); Only Works Against Magic Based Effects Limited Type of Attack (-1/2), Activation Roll 14- (-1/2)	0
11	<i>Morbane Mind Speak</i> : Mind Link , One Specific Mind, Any dimension, No LOS Needed (25 Active Points); Requires A Magic Roll (-1/2), Does Not Provide Mental Awareness (-1/4), Gestures (-1/4), Incantations (-1/4)	0
13	<i>Magical Cane</i> : Aid END 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), Trigger (Tap Cane On Self) (+1/4) (60 Active Points); 1 Charge (-2), OAF (Focus (Magical Cane); -1), Self Only (-1/2)	[1]
3	+1 with Bone EC	
2	AK: New Orleans 11-	
2	AK: San Francisco 11-	
3	Concealment 13-	
2	Cryptography 13- (3 Active Points); Only To Decipher Ancient Text Power loses less than a fourth of its effectiveness (-1/2)	
3	Forensic Medicine 13-	
3	Interrogation 13-	
1	Language: Haitian (basic conversation)	
15	Magic 19-	
3	Oratory 13-	
3	Paramedics 13-	
3	Persuasion 13-	
3	Shadowing 13-	
3	Stealth 13-	
3	Streetwise 13-	
2	Survival (Tropical) 13-	
3	Tactics 13-	
3	Trading 13-	
6	TF: Common Motorized Ground Vehicles, Equines, Rafts, Small Motorized Boats, Small Rowed Boats	
4	WF: Small Arms, Blades, Blowguns	
3	Scholar	
2	1) KS: DEMON Operations (3 Active Points) 13-	
2	2) KS: Magical Research (3 Active Points) 13-	
2	3) KS: Occult (3 Active Points) 13-	
6	4) KS: Voodoo (7 Active Points) 17-	
2	Fringe Benefit: DEMON Leader	
5	Resistance: 5 points	

297 : Powers Cost
92 + Skills Cost
141 + Characteristics Cost
530 = Total Cost