

**Name:** Ghost Town

**Alternate ID:** Thomas Kincaid Earp

Val	Char	Base	Cost
20	STR	10	10
29	DEX	10	57
20	CON	10	20
15	BODY	10	10
18	INT	10	8
14	EGO	10	8
20	PRE	10	10
8	COM	10	-1
24	PD	4	20
26	ED	4	22
6	SPD	3.9	21
8	REC	8	0
40	END	40	0
35	STUN	35	0
9"	RUN	6	6
2"	SWIM	2	0
4"	LEAP	4	0

**STR Roll:** 13-      **Run:** 9"  
**DEX Roll:** 15-      **Swim:** 2"  
**CON Roll:** 13-      **Leap:** 4"  
**INT Roll:** 13-  
**EGO Roll:** 12-  
**PER Roll:** 13-

Disadvantages	Pts
Distinctive Features: Uneasy Presense (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	20
Distinctive Features: Radiates With A Magical Aura (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Unusual Senses)	10
Enraged: Exposed To The Full Moon (Uncommon), go 11-, recover 14-	10
Hunted: Law Enforcement Agencies 14- (As Pow, NCI, Harshly Punish)	25
Hunted: Secret Guild Of Good Magicians 14- (Mo Pow, Mildly Punish)	20
Psychological Limitation: Heartless Killer (Very Common, Strong)	20
Psychological Limitation: Loves To Foster Wanton Destruction (Very Common, Strong)	20
Reputation: Mob Hit Man, 14- (Extreme; Known Only To Those In Law Enforcement Or The Mob)	15
Vulnerability: 1 1/2 x BODY Silver Weapons (Uncommon)	5
Vulnerability: 1 1/2 x STUN Silver Weapons (Uncommon)	5

**XP**

**65**

**Base Points : 200**

**Disads Total + 150**

**Experience Spent + 65**

**Total Cost = 415**



**Pts. Power/Skill/Perk/Talent END**

- 50 **Ghost Phasing Powers:** Multipower, 50-point reserve
- 5u 1) **Ghostly Form:** Desolidification (affected by Magic), Costs END Only To Activate (+1/4) (50 Active Points) 4
- 3u 2) **Phantom Shot:** Adds Affects Desolidified And Indirect To A Physical Projectile or Bullet (Up to 67 Active Points); Indirect (Same origin, always fired away from attacker; +1/4), Affects Desolidified Any form of Desolidification (+1/2); OIF (Projectile Of Opportunity) (-1/2) for up to 67 Active Points (33 Active Points) 3
- 1u 3) **Spectral Limbs:** Adds Affects Desolidified To STR (Up to 20 Active Points); Affects Desolidified Any form of Desolidification (+1/2) for up to 20 Active Points (10 Active Points) 1
- 24 **Modified Handgun With Special Ammo:** Multipower, 60-point reserve, (60 Active Points); all slots OAF (-1), Real Weapon (-1/4), Extra Time (Half Phase To Switch Slots, -1/4)
- 2u 1) **DumDums:** Killing Attack - Ranged 2 1/2d6, +2 STUN Multiplier (+1/2) (60 Active Points); OAF (-1), 8 Charges (-1/2), Beam (-1/4), Real Weapon (-1/4), Extra Time (Half Phase To Switch Slots, -1/4) [8]
- 2u 2) **Cop Killers:** Killing Attack - Ranged 2 1/2d6, Armor Piercing x1 (+1/2) (60 Active Points); OAF (-1), 8 Charges (-1/2), Beam (-1/4), Real Weapon (-1/4), Extra Time (Half Phase To Switch Slots, -1/4) [8]
- 2u 3) **Subsonic Snipers:** Killing Attack - Ranged 2d6, Invisible Power Effects (Fully Invisible; +1) (60 Active Points); OAF (-1), 8 Charges (-1/2), Beam (-1/4), Real Weapon (-1/4), Extra Time (Half Phase To Switch Slots, -1/4) [8]
- 2u 4) **Tracers:** (Total: 60 Active Cost, 19 Real Cost) Killing Attack - Ranged 2 1/2d6 (40 Active Points); OAF (-1), 8 Charges (-1/2), Beam (-1/4), Real Weapon (-1/4), Extra Time (Half Phase To Switch Slots, -1/4) (Real Cost: 12) **plus** +4 with Ranged Combat (20 Active Points); OAF (-1), 8 Charges (-1/2), Real Weapon (-1/4), Extra Time (Half Phase To Switch Slots, -1/4) (Real Cost: 7)
- 5 Second Modified Hanguin With Special Ammo (5 Active Points) 0
- 10 **Mystical Tattoos:** Damage Resistance (10 PD/10 ED) 0
- 10 **Gifted Two Weapon Combatant:** +4 with DCV (20 Active Points); Only To Offset DCV Penalties For Firing Multiple Weapons Power loses about half of its effectiveness (-1)

- 16 +2 with All Combat  
3 Acrobatics 15-  
3 Breakfall 15-  
3 Bugging 13-

Base OCV: 10 Base DCV: 10

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +2 with All Combat, +4 with Ranged Combat (20 Active Points); 8 Charges (-1/2), +4 with DCV (20 Active Points); Only To Offset DCV Penalties For Firing Multiple Weapons Power loses about half of its effectiveness (-1)

**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: 29      SPD: 6      ECV: 5  
Phases: 2, 4, 6, 8, 10, 12  
24 PD (10 rPD)      26 ED (10 rED)      MD: 0  
END: 40      STUN: 35      BODY: 15



- 3 Climbing 15-
- 3 Concealment 13-
- 1 Criminology 8-
- 3 Demolitions 13-
- 3 Fast Draw 15-
- 1 Forgery (Documents) 8-
- 2 Gambling (Poker) 13-
- 3 KS: Criminal Underworld 13-
- 3 PS: Hit Man 13-
- 5 Rapid Attack (Ranged)
- 3 Riding 15-
- 3 Shadowing 13-
- 3 Stealth 15-
- 3 Streetwise 13-
- 4 Survival (Temperate/Subtropical, Desert) 13-
- 3 Tracking 13-
- 3 TF: Common Motorized Ground Vehicles, Agricultural & Construction Vehicles, Equines
- 10 Two-Weapon Fighting (Ranged)
- 4 WF: Blades, Small Arms, Thrown Knives, Axes, and Darts
- 2 Weaponsmith (Firearms) 13-
  
- 5 ***Underworld Mob Boss:*** Contact (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has very useful Skills or resources) 8-
- 4 ***Super Powered Assassin:*** Reputation (Law Enforcement Or The Mob) ; 14-, +2/+2d6
  
- 9 Ambidexterity (Eliminate Off Hand Penalty entirely)

**116 : Powers Cost**

**108 + Skills Cost**

**191 + Characteristics Cost**

**415 = Total Cost**