

Name: Pumpkin Jill
Alternate ID: Jill Langley

Val	Char	Base	Cost
10	STR	10	0
23	DEX	10	39
20	CON	10	20
10	BODY	10	0
18	INT	10	8
14	EGO	10	8
18	PRE	10	8
10	COM	10	0
10/25	PD	2	8
10/25	ED	4	6
6	SPD	3.3	27
6	REC	6	0
60	END	40	10
25	STUN	25	0
9"	RUN	6	6
2"	SWIM	2	0
2"	LEAP	2	0

STR Roll: 11- **Run:** 9"
DEX Roll: 14- **Swim:** 2"
CON Roll: 13- **Leap:** 2"
INT Roll: 13-
EGO Roll: 12-
PER Roll: 13-

Disadvantages	Pts
Distinctive Features: Creepy Clothing And Dress (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5
Hunted: Good Magical Organizations 14- (Mo Pow, PC has a Public ID or is otherwise very easy to find, Harshly Punish)	30
Hunted: DEMON 14- (Mo Pow, NCI, PC has a Public ID or is otherwise very easy to find, Watching)	25
Hunted: Local Law Enforcement Agencies 14- (Less Pow, NCI, Limited Geographical Area, PC has a Public ID or is otherwise very easy to find, Watching)	10
Money: Poor	5
Psychological Limitation: Deeply Devoted To Helping Ghost Town (Very Common, Strong)	20
Psychological Limitation: Loves To Speak With Spirits (Common, Strong)	15
Psychological Limitation: Hears Voices Of The Dead Which Distract Her (Common, Moderate)	10
Reputation: Member Of Halloween Party, 14- (Extreme; Known Only To Gangs Or Law Enforcement Agencies)	15
Susceptibility: Holy Items, 3d6 damage Instant (Uncommon)	15

XP
0
Base Points : 200
Disads Total + 150
Experience Spent + 0
Total Cost = 350



Pts.	Power/Skill/Perk/Talent	END
36	Fire Sprites: Energy Blast 8d6, Reduced Endurance (1/2 END; +1/4), Continuous (+1) (90 Active Points); Must Be Flame Present Power does not work in Common Circumstances (-1/2), Requires A Magic Skill Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points -1/4), Gestures (-1/4), Incantations (-1/4), Sprites Can Only Move 15" Per Phase Power loses about a fourth of its effectiveness (-1/4)	4
18	Protective Screen Of Professor Odd: Force Field (15 PD/15 ED), Reduced Endurance (0 END; +1/2) (45 Active Points); Ablative BODY Only (-1/2), Requires A Magic Skill Roll (-1/2), Gestures (-1/4), Incantations (-1/4)	0
56	Magic Pool: Variable Power Pool (Magic Pool), 45 base + 11 control cost, (67 Active Points); VPP Powers Can Be Changed Only With Access To Spell Books (-1/2); all slots Gestures (-1/4), Incantations (-1/4)	
0	1) Night's Dark Caress: Invisibility to Sight Group, Reduced Endurance (0 END; +1/2), Usable Simultaneously (up to 4 people at once; +3/4) (45 Active Points); Requires A Magic Skill Roll And A Skill Roll (-3/4), Only When Not Attacking (-1/2), Gestures (-1/4), Incantations (-1/4), Only From Sunset to Sunrise Power loses about a fourth of its effectiveness (-1/4) Real Cost: 15 [Notes: Jill takes this for recon missions with Ghost Town.]	0
0	2) Odd's Enervating Ray: Healing 3d6, Ranged (+1/2) (45 Active Points); Requires A Magic Skill Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 22	4
0	3) Rip Van Winkle's Deep Sleep: Energy Blast 2 1/2d6, No Normal Defense (Life Support (No Sleep) or Magic Defenses Of Any Type; +1), Area Of Effect (3" Radius; +1), Selective Target (+1/4) (42 Active Points); Requires A Magic Skill Roll (-1/2), Only On Unconscious Targets Power loses about a third of its effectiveness (-1/2), Incantations (-1/4), Gestures (-1/4) Real Cost: 17	4
0	4) Spell Disruption: Dispel Magic 12d6, One At A Time (+1/4) (45 Active Points); Requires A Magic Skill Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 22 [Notes: Jill only takes this when she knows magical forces are at play.]	4
42	Whispers Of Those Who Have Passed: Retrocognitive Clairsentience (Hearing Group), Discriminatory, Single Dimension (The Spirit Realm), Transmit, Reduced Endurance (0 END; +1/2) (85 Active Points); Can Only Sense In The Spirit Realm Power loses about half of its effectiveness (-1)	0

4 +2 with Fire Sprites
3 Acting 13-
3 Concealment 13-

Base OCV: 8 Base DCV: 8
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +2 with Fire Sprites

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: 23 SPD: 6 ECV: 5						
Phases: 2, 4, 6, 8, 10, 12						
10/25 PD (0/15 rPD)		10/25 ED (0/15 rED)		MD: 0		
END: 60		STUN: 25		BODY: 10		



- 5 Cramming
- 1 Criminology 8-
- 3 KS: The Spirit Realm 13-
- 3 KS: The Supernatural World 13-
- 13 Magic 18-
- 3 Persuasion 13-
- 3 PS: Fortune Teller 13-
- 3 Shadowing 13-
- 3 Stealth 14-
- 3 Streetwise 13-
- 3 Trading 13-
- 1 TF: Small Motorized Ground Vehicles

- 4 ***DEMON Morbane:*** Contact (Contact has access to major institutions, Contact has useful Skills or resources) 11-

152 : Powers Cost
58 + Skills Cost
140 + Characteristics Cost
350 = Total Cost