

**Name:** Straw Man

**Alternate ID:** Dr. Willey Spunkmilner

Val	Char	Base	Cost
10	STR	10	0
23	DEX	10	39
20	CON	10	20
10	BODY	10	0
18	INT	10	8
23	EGO	10	26
15	PRE	10	5
8	COM	10	-1
12/24	PD	2	10
12/24	ED	4	8
5	SPD	3.3	17
6	REC	6	0
40	END	40	0
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:** 14-  
**PER Roll:** 13-

Disadvantages	Pts
Enraged: Ancient Treasures Damaged (Uncommon), go 14-, recover 14-	15
Hunted: DEMON 8- (Mo Pow, NCI, Harshly Punish)	20
Hunted: Interpol 11- (Less Pow, NCI, Harshly Punish)	15
Hunted: Ghost Town 14- (As Pow, Watching)	10
Money: Poor	5
Psychological Limitation: Loves To Cause Fear (Very Common, Strong)	20
Psychological Limitation: Deep Love Of Ancient Treasures (Common, Strong)	15
Psychological Limitation: Love Of Adventure (Common, Moderate)	10
Rivalry: Professional (Other Treasure Finders; Rival is Less Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)	0
Unluck: 2d6	10
Vulnerability: 1 1/2 x BODY Magical Attacks (Common)	10
Vulnerability: 1 1/2 x STUN Magical Attacks (Common)	10
Vulnerability: 1 1/2 x Effect Magical Attacks (Common)	10

**XP**  
**0**

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



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

- 22 **Fear Powers:** Elemental Control, 76-point powers, (38 Active Points); all slots Stops Working If Straw Man Is Stunned (-1/2), Target Must Initially Look At Straw Man (-1/4)
- 17 1) **Incite Terror:** Mind Control 10d6, Telepathic (+1/4), Reduced Endurance (1/2 END; +1/4) (75 Active Points); Set Effect (Causes Fear Response) (-1/2), Stops Working If Straw Man Is Stunned (-1/2), Target Must Initially Look At Straw Man (-1/4)
- 11 2) **Paralyzed With Fear:** Entangle 2d6, 3 DEF, Takes No Damage From Physical Attacks Limited Group (+1/4), Works Against EGO, Not STR (+1/4), Cannot Be Escaped With Teleportation (+1/4), Reduced Endurance (1/2 END; +1/4), Based On EGO Combat Value (Mental Defense; Mental Defense applies; +1) (75 Active Points); Does Not Prevent The Use Of Accessible Foci (-1), Mental Defense Adds To EGO (-1/2), Stops Working If Straw Man Is Stunned (-1/2), Cannot Form Barriers (-1/4), Target Must Initially Look At Straw Man (-1/4)
- 17 3) **Area Of Unease:** Change Environment 16" radius, -0 EGO Roll and all Skill Rolls based on EGO, -1 DCV, -1 PRE Roll and all Skill Rolls based on PRE, -1" of any one mode of Movement, Long-Lasting 20 Minutes, Multiple Combat Effects, Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2) (77 Active Points); No Range (-1/2), Stops Working If Straw Man Is Stunned (-1/2), Target Must Initially Look At Straw Man (-1/4)
- 10 **Tough Mind:** Mental Defense (15 points total)
- 21 **Pistol (50-cal DumDum Rounds):** Killing Attack - Ranged 2d6+1, Required Hands One-Handed (+0), +2 STUN Multiplier (+1/2) (52 Active Points); OAF (-1), Beam (-1/4), 4 clips of 6 Charges (-1/4) [Notes: Contains special ammo from Ghost Town.]
- 29 **Armored Suit Under Loose Fitting Scarecrow Costume:** Armor (12 PD/12 ED) (36 Active Points); IIF (-1/4)
- 6 **Protective Mask:** (Total: 10 Active Cost, 6 Real Cost) Infrared Perception (Sight Group) (5 Active Points); OIF (-1/2) (Real Cost: 3) **plus** Sight Group Flash Defense (5 points) (5 Active Points); OIF (-1/2) (Real Cost: 3)

10 +1 Overall

- 1 Bureaucratics 8-  
3 Climbing 14-  
3 Concealment 13-  
3 Criminology 13-  
2 Cryptography 13-; Only To Decipher Ancient Text Power loses about a third of its effectiveness (-1/2)

Base OCV: 8 Base DCV: 8

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 Overall

**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: 5      ECV: 8  
Phases: 3, 5, 8, 10, 12  
12/24 PD (0/12 rPD)    12/24 ED (0/12 rED)    MD: 15  
END: 40      STUN: 25      BODY: 10



- 3 CuK: Ancient Cultures 13-
- 3 Forensic Medicine 13-
- 3 Interrogation 12-
- 3 KS: Ancient Artifacts And Treasures 13-
- 2 Navigation (Land) 13-
- 3 PS: Archaeologist 13-
- 3 Riding 14-
- 3 SS: Carbon Dating 13-
- 3 Stealth 14-
- 1 Streetwise 8-
- 8 Survival (Temperate/Subtropical, Tropical, Desert, Mountain) 13-
- 1 Tracking 8-
- 3 Trading 12-
- 8 TF: Common Motorized Ground Vehicles, Riding Animals, Carts & Carriages, Rafts, Small Motorized Boats, Small Rowed Boats, Small Wind-Powered Boats, Two-Wheeled Motorized Ground Vehicles
- 2 WF: Small Arms
- 2 Weaponsmith (Firearms) 13-
- 3 Linguist
  - 1 1) Language: Ancient Egyptian (basic conversation; literate) (2 Active Points)
  - 1 2) Language: Ancient Mayan (basic conversation; literate) (2 Active Points)
  - 1 3) Language: Latin (basic conversation; literate) (2 Active Points)

**133 : Powers Cost**  
**79 + Skills Cost**  
**138 + Characteristics Cost**  
**350 = Total Cost**