

Bazral ("The Beard Slayer")

Value	Characteristic	Points
20	STR	10
18	DEX	24
18	CON	16
18	BODY	16
18	INT	8
11	EGO	2
18	PRE	8
8	COM	-1
7	PD	3
6	ED	2
4	SPD	12
8	REC	0
36	END	0
37	STUN	0
	Total	100



Points	Powers	END
10	Magic Barrier (Force Field) (16 PD/16 ED); Active Points: 40; Delayed Effect: +1/4; Concentrate: 0 DCV, -1/2; Extra Time: full phase, -1/2; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Requires Magic Skill Roll: -1/2; Charges: +4, -1/4; Continuing Charges: 1 Minute, -3 lev; Diamond (Focus): Inobvious Accessible, -1/2; Focus Expendability: Hard to Acquire, -1/4	0
9	3d6 Magic Null Net (Entangle) (DEF 3); Range: 225; Entangle Damage: Entangle and Target Both Take Damage, +1/4; Reduced END: Half, 1/4; Active Points: 45; Net (Focus): Obvious Accessible, -1; Focus Applicability: Universal; Focus Breakability: Unbreakable; Must attack (Gestures): Instant Power, -1/4; Independent: -2; Beam Attack: -1/4; Must be thrown: Slightly, -1/4	4
7	2d6 Magic Null Net (Suppress); Range: 175; Affects All Magic Powers: All Powers of Special Effect, +2; Net (Focus): Obvious Accessible, -1; Focus Applicability: Universal; Focus Breakability: Unbreakable; Must attack (Gestures): Instant Power, -1/4; Independent: -2; Beam Attack: -1/4; Must be thrown: Slightly, -1/4; Linked to Entangle: -1/2; Reduced END: Zero, 1/2; Active Points: 35	0
12	14d6 Magic Wipe Out (Dispel); Range: 420; Affects Largest	0

	Magic Spells: Any Single Power of Special Effect, +1/4; Active Points: 84; Explosion (Extended Area +0"/DC): 1/2; Delayed Effect: +1/4; Charges: 1, -2; Concentrate: 0 DCV, -1/2; Extra Time: 1 turn, -1; Rubies and Mystic Circle (Focus): Obvious Accessible, -1; Focus Expendability: Hard to Acquire, -1/4; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Requires Magic Skill Roll: -1/2	
2	Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Has Turn Mode: No, +0	1
40	Total Powers	

Points	Skills, Talents, Perks	Roll
2	Common Melee Weapons	
2	Common Missile Weapons	
3	Interrogation	13-
3	KS: Combating Magic Beings	13-
4	KS: Good/Healing Magic/Lore	13-
3	KS: Mages and Apprentices	13-
3	Magic Skill	13-
3	Magical Bounty Hunter (Scholar)	
5	+1 level w/Melee Combat	
3	+1 level w/Nets	
1	Nets	
3	Persuasion	13-
3	PS: Bounty Hunter	13-
3	Riding	13-
3	Shadowing	11-
3	Stealth	13-
3	Streetwise	13-
3	Survival	11-
3	Tracking	13-
1	Trading	8-
3	Weaponsmith; Weapon Category: Muscle-powered Weapons	11-
60	Total Skills, Talents, Perks	

Cost	Equipment
0	Custom Ringed Leather (Coverage: Full, PD 6, ED 6); Weight: 20
0	Maul (1½d6K, OCV: +0); DC: 5; STUNx: +1; STR Min: 19; Weight: 0

0	Maul Backside (Great Club) (7d6N, OCV: +0); DC: 6; STUNx: 0; STR Min: 15; Weight: 0 ; 2 Handed
0	Short Sword (1½d6K, OCV: +1); DC: 3; STUNx: 0; STR Min: 10; Weight: 0
0	Total Equipment (20 kg)

75+	Disadvantages
10	Beards hanging from armor (Distinctive Features); Concealability: Easily, 5; Reaction: Always noticed & major reaction, +5
15	Reputation of Mage Hunter (14-)
10	Greedy (Uncommon, Strong)
10	Disdains those who seek to gain power with magic (Common, Moderate)
5	Will keep his word for money (Uncommon, Moderate)
50	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base** **Exp.**
 100 + 100 = 200 200 = 50 + 75 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
6	6	4	0	29/22	28/22	3, 6, 9, 12