

Name: Professor Odd

Alternate ID: James Odd

Val	Char	Base	Cost
8	STR	10	-2
20	DEX	10	30
20	CON	10	20
10	BODY	10	0
18	INT	10	8
20	EGO	10	20
15	PRE	10	5
8	COM	10	-1
10/20	PD	2	8
10/20	ED	4	6
5	SPD	3.0	20
6	REC	6	0
60	END	40	10
24	STUN	24	0
5"	RUN	6	-2
1"	SWIM	2	-1
1 1/2"	LEAP	2	0

STR Roll: 11- **Run:** 5"
DEX Roll: 13- **Swim:** 1"
CON Roll: 13- **Leap:** 1 1/2"
INT Roll: 13-
EGO Roll: 13-
PER Roll: 13-

Disadvantages	Pts
Distinctive Features: Green Skinned Creature (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses) [Notes: NOTE: This is Easily Concealed because of his spells.]	10
Hunted: DEMON 11- (Mo Pow, NCI, Harshly Punish)	25
Hunted: Evil Magical Creatures 14- (As Pow, Harshly Punish)	20
Physical Limitation: Strange Anatomy (Gives -2 Paramedic Rolls) (Infrequently, Greatly Impairing)	10
Psychological Limitation: Code Against Killing (Common, Total)	20
Psychological Limitation: Mystical Defender (Common, Strong)	15
Reputation: Earth's Magical Protector, 14- (Known Only To Magical World)	10

XP

0

Base Points : 200

Disads Total + 110

Experience Spent + 0

Total Cost = 310



Pts. Power/Skill/Perk/Talent END

- 68 **Magic Spells:** Variable Power Pool (Magic Pool), 50 base + 18 control cost, Powers Can Be Changed As A Half-Phase Action (+1/2) (87 Active Points); all slots Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4)
- 0 1) **Gift From The Gods:** Aid Any Characteristic 2 1/2d6, Can Add Maximum Of 22 Points, One Power At A Time (+1/4), Ranged (+1/2) (50 Active Points); Requires A Magic Roll (-1/2), Incantations (-1/4), Gestures (-1/4) Real Cost: 25
- 0 2) **Mystic Eye Of Igor The Wretch:** Clairvoyance (Sight Group), x32 Range (3200") (45 Active Points); Requires A Magic Roll (-1/2), Incantations (-1/4), Gestures (-1/4) Real Cost: 22
- 0 3) **Finnigan's Inky Blackness:** Darkness to Sight Group 4" radius, Personal Immunity (+1/4) (50 Active Points); Requires A Magic Roll (-1/2), Incantations (-1/4), Gestures (-1/4) Real Cost: 25
- 0 4) **Detect Magic:** Detect A Large Class Of Things 13- (Unusual Group), Concealed (-5 with Detect PER Rolls), Discriminatory, Analyze, Range, Telescopic (+15), Tracking (50 Active Points); Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) Real Cost: 22
- 0 5) **Despol's Dispel:** Dispel Magical Effects 13d6, One At A Time (+1/4) (49 Active Points); Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 24
- 0 6) **Flames Of Fastur:** Energy Blast 10d6 (50 Active Points); Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 25
- 0 7) **Azure Rings Of Amuria:** Entangle 5d6, 5 DEF (50 Active Points); Requires A Skill Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 25
- 0 8) **Dimensional Gate:** Extra-Dimensional Movement (Magical Dimensions, Any Location), x8 Increased Weight (50 Active Points); Extra Time (1 Hour, Character May Take No Other Actions, -3 1/4), Increased Endurance Cost (5x END; -2), Requires A Skill Roll (-1/2), Requires Mystical Circle Power loses about a third of its effectiveness (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 6
- 0 9) **Protective Screen Of Professor Odd:** Force Field (10 PD/10 ED/10 Mental Defense/10 Power Defense), Hardened (+1/4) (50 Active Points); Ablative BODY Only (-1/2), Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 20
- 0 10) **Odd's Enervating Ray:** Healing 3d6, Ranged (+1/2) (45 Active Points); Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 22
- 0 11) **Illusionary Guise:** Shapeshift (Sight

Base OCV: 7 Base DCV: 7

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +2 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: 20 SPD: 5 ECV: 7
Phases: 3, 5, 8, 10, 12
10/20 PD (0/10 rPD) 10/20 ED (0/10 rED) MD: 10
END: 60 STUN: 24 BODY: 10



	Group, Limited Group of Shapes), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); Only To Change Appearance Power loses about half of its effectiveness (-1), Requires A Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4) Real Cost: 13	
10	Magical Cape: Elemental Control, 40- point powers, (20 Active Points); all slots OIF (-1/2), Restrainable (-1/2)	
10	1) Levitation: Flight 10", Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); OIF (-1/2), Restraining (-1/2)	0
10	2) Billowing Folds: Force Field (10 PD/10 ED), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); OIF (-1/2), Restraining (-1/2)	0
20	+2 Overall	
1	Bureaucratics 8-	
3	Concealment 13-	
5	Cramming	
1	High Society 8-	
3	Paramedics 13-	
13	Magic: Power 18-	
3	PS: Professor 13-	
3	Sleight Of Hand 13-	
3	Linguist	
1	1) Language: Ancient Mayan (basic conversation; literate) (2 Active Points)	
1	2) Language: Cantonese (basic conversation; literate) (2 Active Points)	
1	3) Language: French (basic conversation; literate) (2 Active Points)	
1	4) Language: German (basic conversation; literate) (2 Active Points)	
1	5) Language: Greek (basic conversation; literate) (2 Active Points)	
1	6) Language: Hebrew (basic conversation; literate) (2 Active Points)	
1	7) Language: Japanese (basic conversation; literate) (2 Active Points)	
1	8) Language: Latin (basic conversation; literate) (2 Active Points)	
1	9) Language: Mandarin (basic conversation; literate) (2 Active Points)	
1	10) Language: Russian (basic conversation; literate) (2 Active Points)	
1	11) Language: Spanish (basic conversation; literate) (2 Active Points)	
3	Scholar	
2	1) KS: Magical Artifacts (3 Active Points) 13-	
2	2) KS: Magical Creatures (3 Active Points) 13-	
2	3) KS: Magical Dimensions (3 Active Points) 13-	
2	4) KS: Magical Spell Research (3 Active Points) 13-	
2	5) KS: Myths and Legends (3 Active Points) 13-	
2	6) KS: White Circle (3 Active Points) 13-	
10	Mystical House: Vehicles & Bases	
98 : Powers Cost		
91 + Skills Cost		
121 + Characteristics Cost		
310 = Total Cost		