

HERO: _____

PLAYER: _____ IDENTITY: _____ SECRET PUBLIC

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

GROUP AFFILIATION: _____ BASE OF OPERATIONS: _____ POWER LEVEL: 10

POWER POINT TOTALS: ABILITIES 42 • POWERS 64 • ADVANTAGES 8 • SKILLS 14 • DEFENSES 22 = 150

STRENGTH	0	AGILITY	1	FIGHTING	4	AWARENESS	6
STAMINA	0	DEXTERITY	3	INTELLECT	3	PRESENCE	4

DEFENSE

DODGE (AGL)	8
PARRY (FGT)	6
FORTITUDE (STA)	6
TOUGHNESS (STA)	12
WILL (AWE)	13

OFFENSE

	INITIATIVE	+1
Mystic Blast	+8	Ranged, Damage 12 (Toughness Resistance check DC 27)
Unarmed	+4	Close, Damage 0 (Toughness Resistance check DC 15)

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

NOTES & CONDITIONS

POWERS & DEVICES

* Astral Projection: Remote Sensing 10 (4 miles away, visual, auditory, and mental). This effect is unnoticeable but leaves your physical form defenseless

*Flight 4 - 30 MPH (can't be used during astral projection)

*Mystic Shield: Protection 12, Impervious, Sustained. Ignore damage rank 6 and below (can't be used during astral projection)

*Mystic Sense: Senses 2 (Magical Awareness, Radius) DC 10 Perception check detects magic

*Spellcasting (one in use at a time):

- **Mystic Blast: Damage 12, Ranged (see attacks)
- **Dazzle: Affliction 12, Cumulative, Ranged, Limited to One Sense. Target makes a DC 27 Will or Fort Resistance check. One degree of failure = sense impaired. Two degrees = sense disabled, three degrees = unaware.
- **Mind Control: Affliction 6, Cumulative, Perception Ranged. Target makes a DC 21 Will Resistance check. One degree of failure = dazed. Two degrees = compelled. Three degrees = controlled.
- **Illusion: Illusion 12 (Visual and Auditory). Create and illusion that fills up to 4K cubic feet. Insight DC 22 to disbelieve.
- **Invisibility: Concealment 8, Affects Others, Burst Area, Selective - You and any creatures you choose within 30 feet cannot be detected visually by any means.
- **Mystic Shapes: Create Object 8, Movable. You can create geometric shapes (like cubes or spheres) up to 250 cubic feet in volume. Object has Toughness and Strength 8.

CHARACTER ILLUSTRATION

Permission is granted to reproduce this age for personal use only

MUTANTS & MASTERMINDS

ADVANTAGES

*Fearless - Immunity to Fear effect

*Ranged Attack 5 - +5 to Ranged attacks

*Ritualist - You can create and cast magic rituals using Expertise: Magic

*Trance - Enter a trance to resist disease, poison, and suffocation

COMPLICATIONS

*Responsibility: You feel it is your duty to use the powers you've been given for the greater good.

*Obsession: You're obsessed with a particular subject and pursue it to the exclusion of all else.

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

ATHLETICS

CLOSE COMBAT

DECEPTION

EXPERTISE

Magic

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

TOTAL

ABILITY

RANKS

OTHER

SERIES: _____ GAMEMASTER: _____

NOTES: Mystic

INFORMATION
