

NAME: Blood Sorcerer				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
23	Dexterity	x3	10	39
23	Constitution	x2	10	26
15	Body	x2	10	10
15	Intelligence	x1	10	5
15	Ego	x2	10	10
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
10	Physical Defex	x1	4	6
10	Energy Defens	x1	5	5
5	Speed	x10	3.3	17
11	Recovery	x2	9	4
46	Endurance	x1/2	46	0
37	Stun	x1	37	0
Characteristics Cost:				140
STR Roll: 13-	Run		11"	
DEX Roll: 14-	Swim		3"	
INT Roll: 12-	Jump		4"	
EGO Roll: 12-				
PER Roll: 12-				
Experience: 86				
DISADVANTAGES BASE: 100+PTS				
Distinctive, "Adept", easily concealable, minor			5	
Distinctive, "Blood recognition", easily concealable, minor			5	
Distinctive, "Detects as a mutant", easily concealable, major			10	
Hunted, "Bloodletter or Affrighter", more powerful, harsh, appear 8-			15	
Psych Lim, "Fear of insanity", common, strong			15	
Psych Lim, "Overconfident", common, total			20	
Unluck, 2D6			10	
Vuln, "Energy Killing Attacks", very common, x2 stun			30	
Disadvantages Total :				110
Experience Spent +				86
Total Points =				296

ENEMIES

PTS	POWERS	END
1	Life Support, immune to aging, Slow aging(-1)	
40	MP (Mutant Powers) (40)	
2u	N-Ray Vision	
8m	2 1/2D6 RKA	
1u	2D6 Telepathy	
8m	15" Teleport, x2 Increased Mass, x2 Increased Range	
10	11" Running	
1	3" Swimming	
60	VPP (40), "Magic" ==Skills==	
3	Deduction 12-	
0	Lang: Ean, native	
7	Magic 14-	
	==Talents==	
15	3D6 Luck	
156 : Powers Total		
140 + Characteristic Total		
296 = Total Cost		

Base OCV: 8		Base DCV: 8				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
Maneuver	Phase	OCV	DCV	Effect		
Block	1/2	+0	+0	stops attack		
Brace	0	+2	1/2	+2 vs RMod		
Disarm	1/2	-2	+0	STR vs STR		
Dodge	1/2	+0	+3	all attacks		
Grab	1/2	-1	-2	grab, do STR		
Haymaker	1/2	+0	-5	x1 1/2 STR		
Move By	1/2	-2	-2	STR/2 + v/5		
Move Through	1/2	-v/5	-3	STR + v/3		
Set	1	+1	+0			
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX:	23	SPD:	5	ECV:	5	
Phases - - 3 - 5 - - 8 - 10 - 12						
PD/rPD	10/	0	ED/rED	10/	0	
END:	46	STUN:	37	BODY:	15	
3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	
NOTES						
The Blood and Dr. McQuark (21) p20						
Species: Human mutant						