

Friedrich Alden Elbe-Elster von Elbe-Elster

Character created with [Hero Designer](#), version 2006122902

Alternate Identities :

Player Name : Peter Wass

Genre :

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
8	STR	10	-2	11-	HTH Damage 1 1/2d6 END [2]
11	DEX	10	3	11-	OCV 4 DCV 4
9	CON	10	-2	11-	
9	BODY	10	-2	11-	
23	INT	10	13	14-	PER Roll 17-
23	EGO	10	26	14-	ECV: 8
18	PRE	10	8	13-	PRE Attack: 3 1/2d6
16	COM	10	3	12-	
2/12	PD	2	0		2/12 PD (0/10 rPD)
2/12	ED	2	0		2/12 ED (0/10 rED)
3	SPD	2.1	9		Phases: 4, 8, 12
4	REC	4	0		
22	END	18	2		
18	STUN	18	0		
6"	Running	6	0		
1"	Swimming	2	-1		
1 1/2"	Leaping	2	0		

57 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **6**

Spent: **6**

Unspent: **0**

Base Points: **150**

Disad Points: **100**

Total Points: **256**

POWERS

Cost	Name	END
17	Druidry: Multipower, 60-point reserve, (60 Active Points); all slots Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Spell (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4)	

Cost	Name	END
1u	1) The Spell of Weathercalling: Change Environment 1" radius, Long-Lasting 6 Hours, MegaScale (1" = 1 km; +1/4), Variable Special Effects (Any SFX; any normal weather effect; +1/2), Reduced Endurance (0 END; +1/2) (45 Active Points); Extra Time (1 Hour, -3), Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) [Notes: A powerful Mage can "summon" whatever type of weather he desires. Naturally, the weather takes a while to build up - conditions do not change instantly. This spell is especially useful for improving (or worsening) travel conditions, aiding farmers, quenching forest fires, and the like. It cannot summon really extreme weather conditions such as hurricanes, blizzards, etc. Once the caster stops concentrating on the spell, the weather will begin to dissipate naturally.]	0
1u	2) Vermin Spy: (Total: 56 Active Cost, 12 Real Cost) Mind Control 3d6, Telepathic (+1/4), Reduced Endurance (0 END; +1/2) (26 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Custom Modifier (Only to observe from vermin's point of view; -1/2), Linked (Clairsentience; -1/2), Spell (-1/2), Custom Modifier (Only to control a vermin ; -1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) (Real Cost: 5) plus Clairsentience (Hearing And Sight Groups) (30 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Custom Modifier (Only to observe from vermin's point of view; -1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) (Real Cost: 7)	3
1u	3) Wood Speak: Retrocognitive Clairsentience (Hearing Group), Increased Maximum Range (1,000"; +1/4) (50 Active Points); Extra Time (5 Minutes, -2), Precognition/Retrocognition Only (-1), Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Concentration (0 DCV; -1/2), Spell (-1/2), Custom Modifier (Only where plants can grow ; -1/4), Side Effects (-1/4) [Notes: The caster speaks to the wood and plants to find out the events that have occurred in the past. These conversations take a great deal of time because plants and trees tend to be slow speakers.]	5
1u	4) Rain Storm: Suppress 2d6, Area Of Effect (One Hex; +1/2), BOECV (Mental Defense applies; +1), Target Chooses Defense (-1/4), Custom Modifier (All Fire Powers; +2) (42 Active Points); Custom Modifier (Will not function in Enclosed Environments; -1), Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Extra Time (Full Phase, -1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: This spell allows the caster to cause a large amount of rain to fall in a small, concentrated area. These rains quench the flames of any fires in the area.]	4
2u	5) Woods Grasp: Entangle 2d6, 2 DEF, Area Of Effect (One Hex; +1/2), Indirect (Any origin, any direction; +3/4), BOECV (Standard Defenses apply; +1), Target Chooses Defense (-1/4) (60 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Spell (-1/2), Custom Modifier (only where plants can grow; -1/4), Gestures (-1/4), Incantations (-1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: At the caster's command, the woods come alive and grab everything in the hex of the caster's choice.]	6
1u	6) Wind Spirit: Summon 122-point creatures, Friendly (+1/4) (30 Active Points); Extra Time (5 Minutes, -2), Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Spell (-1/2), Custom Modifier (Will not function indoors; -1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: This spell summons a wind spirit messenger to deliver a light object to a distant location. (See wind spirit stats in Bestiary.) The wind spirit will initially be favorable to the Wizard's request if the need is great, but will require some form of inducement or coercion if the task is hazardous or lengthy. The caster will also need to provide the means for the wind spirit to find the delivery site or person.]	3

Cost	Name	END
1u	7) Wind Control: Telekinesis (10 STR), Explosion (+1/2), BOECV (Mental Defense applies; +1), Target Chooses Defense (-1/4) (34 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Extra Time (Full Phase, -1/2), Custom Modifier (Limited to Half of the Active Points in Enclosed Environments; -1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: This spell allows the caster to create and control winds. These winds are very powerful and are even capable of lifting a fully sized man into the air.]	3
1u	8) Vortex of Motes: (Total: 49 Active Cost, 12 Real Cost) Sight Group Flash 6d6, Area Of Effect Nonselective (One Hex; +1/4) (37 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Custom Modifier (Not if targets had eyes closed; -1/2), Spell (-1/2), Custom Modifier (does not work in water; -1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) (Real Cost: 9) plus EB 2d6, Area Of Effect Nonselective (One Hex; +1/4) (12 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Linked (Flash; -1/2), Spell (-1/2), Custom Modifier (does not work in water; -1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) (Real Cost: 3) [Notes: The caster unleashes a cloud of burning hot sand that whirls around the victim in a stinging vortex. The tiny particles sting the eyes and momentarily blind the victim, unless he had the foresight to keep them shut. The cone of fiery dust also burns the skin, especially when not protected with clothing or armor.]	5
2u	9) Infestation: RKA 1d6, Personal Immunity (+1/4), Area Of Effect Nonselective (5" Radius; +3/4), Continuous (+1), NND (Airtight armour; +1) (60 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Spell (-1/2), Physical Manifestation (Insects; -1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: A swarm of vermin crawl through any holes in the armor of the target, producing a number of nasty bites and stings until they are removed. The vermin will continue their attack for as long as the caster pays the END cost. The insects can also be removed manually, but this requires a half phase action per pest.]	6
1u	10) Resist the Fury of Nature: (Total: 35 Active Cost, 7 Real Cost) Knockback Resistance -10" (20 Active Points); Custom Modifier (only against wind or water; -1), Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Spell (-1/2), Visible (-1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) (Real Cost: 4) plus LS (Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing) (15 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Linked (Knockback Resistance; -1/2), Spell (-1/2), Visible (-1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) (Real Cost: 3) [Notes: This spell allows the caster to function in otherwise punishing environments, including intense heat or cold, strong winds, sunburn, crashing surf, poison gases, and underwater. The mage is protected by repeated bands of glowing gold light which move down from his head to the ground, increasing speed as the environment grows harsher.]	0
1u	11) Invisibility to Animals: Invisibility to Sight and Smell/Taste Groups (25 Active Points); Custom Modifier (Only works on living creatures of 7 INT or less ; -1), Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Spell (-1/2), Custom Modifier (Spell turns off if the wizard starts to attack any animal; -1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: This spell allows the wizard to bend the perceptions of animals away from himself. As long as the wizard maintains the spell and remains beyond arm's length, the animals will pay no attention to him.]	2

Cost	Name	END
1u	12) Summon the Fury of the Earth: RKA 2d6, Penetrating (+1/2), Area Of Effect (One Hex; +1/2) (60 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Extra Time (Full Phase, -1/2), Spell (-1/2), Custom Modifier (does not work in rain or underwater; -1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: The powerful spell creates a column of intensely hot flame and gas from a vent deep in the earth, flooding the target hex. These flames are hot enough to incinerate normal flesh, and will cause iron objects to glow red.]	6
1u	13) Rage of Nature: EB 6d6, BOECV (Standard Defenses apply; +1), Target Chooses Defense (-1/4) (52 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), OIF (objects around target; -1/2), Custom Modifier (only up to BODY+DEF of objects; -1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: This spell animates objects to attack the wizard's foes. Once commanded, an object near the mage will launch itself at a designated target causing considerable damage should the target be hit. The object will take a moment to get its bearings, then look out!]	5
1u	14) Cats Eyes: UV Perception (Sight Group), Increased Arc Of Perception (240 Degrees) (7 Active Points); Requires A Skill Roll And A Skill Roll (Tap Skill and Magic Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Side Effects, Side Effect occurs automatically whenever Power is used (Reforms the body into a part human, part animal form ; -1/2), Spell (-1/2), Visible (-1/4), Concentration (1/2 DCV; -1/4) [Notes: The eyes of the wizard become like that of a cat - large and green with vertical slit pupils. Total darkness is impenetrable to the Night Eyes, but starlight is as bright as day]	0
8	Wizards: Multipower, 34-point reserve, (34 Active Points); all slots Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4)	
1u	1) Layline travel: Teleportation 7", Custom Adder, Custom Adder, MegaScale (1" = 100 km; +3/4), Can Be Scaled Down 1" = 1km (+1/4) (32 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Gate (-1/4), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: Fixed points: Library in Castle and Tent inner door]	3
1u	2) Destroy Magic: Dispel 4 1/2d6, Cumulative (108 points; +1) (27 Active Points); Requires A Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Gestures (Requires both hands; Complex; -3/4), Spell (-1/2), Limited Power Power loses about a third of its effectiveness (Magic only; -1/2), Incantations (Complex; -1/2), Side Effects (-1/4)	3
1u	3) Wizards Light: Change Environment 2" radius, Varying Effect Very Limited Group (Lights; +1/4) (12 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: This spell allows the wizard to create a globe of light that illuminates the surrounding area as brightly as a torch, or as faintly as an ember at the wizard's will. The color and nature of the light can also be altered by the caster and he can send the light scooting hither and yon at his whim (within the area of effect).]	1
14	Thaumaturgy: Multipower, 58-point reserve, (58 Active Points); all slots Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4)	

Cost	Name	END
1m	1) Skin of stone: Armor (10 PD/10 ED) (30 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) [Notes: This spell changes the consistency of the casters skin to stone, allowing them to shrug off damage easily]	0
1u	2) The Grip of Iron: Entangle 5d6, 5 DEF (50 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Custom Modifier (Size of Entangle is based on metal carried by victim ; -1/2), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) [Notes: The caster can cause existing metal on the victim's body to lock up and restrict his movement. The more metal that is in on the target, the more effective this spell will be. (As a decent approximation, the GM can assume that the Entangle will have a maximum of 1 DEF for each point of DEF that the character has in metal armor, up to amount rolled for the Entangle). When the spell is broken, the metal reverts back to its original form.]	5
1u	3) Iron Warrior: (Total: 56 Active Cost, 8 Real Cost) Energy Damage Reduction, Resistant, 25%, Usable By Other (+1/4) (19 Active Points); Custom Modifier (only vs stun damage; -1), Custom Modifier (Takes any absorbed STUN damage once power is dropped; -3/4), Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Costs Endurance (-1/2), Not usable by self (-1/2), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 3) plus Physical Damage Reduction, Resistant, 50%, Usable By Other (+1/4) (37 Active Points); Custom Modifier (only vs stun damage; -1), Custom Modifier (Takes any absorbed STUN damage once power is dropped; -3/4), Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Costs Endurance (-1/2), Not useable by self (-1/2), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 5) [Notes: The target can reach a heightened state of battle frenzy that allows him to ignore wounds that would stagger a normal being. This power halves the normal STUN damage from any physical attack, 25% of any energy attack and provides limited armour. Once he drops this power, however, the target takes any absorbed STUN damage. Hence he will usually attempt to maintain this power until it is safe to rest.]	6
1u	4) Tattoo: (Total: 56 Active Cost, 11 Real Cost) Major Transform 2d6 (Item into Tattoo) (30 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), No Range (-1/2), Incantations (Complex; -1/2), Spell (-1/2), Custom Modifier (Power cannot be used to create more tattoos than could fit on the caster's body ; -1/4), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 6) plus LS (Eating: Character does not eat; Self-Contained Breathing), Usable As Attack (+1) (26 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Linked (Transform; -1/2), Incantations (Complex; -1/2), Spell (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) (Real Cost: 5) [Notes: This spell will cause an inanimate object to be reduced 10-fold in size and transformed into a tattoo on the caster's skin. The object must be touched only at the end of the casting, enabling lit torches or campfires to be tattooized. The transformed items remain until the caster "peels" the tattoo off and throws it to the ground. While in tattoo form, items appear as full-color, intricate representations of whatever is contained within. A successful dispel magic upon the caster will each item to spring back into original form instantaneously. A caster may have as many tattoos on his body as could reasonably fit. If the caster dies, all the items are immediately released.]	6

Cost	Name	END
1u	5) Increased Awareness: +3 PER with all Sense Groups (9 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Costs Endurance (-1/2), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) [Notes: Through the use of this spell, the caster increases his general awareness of the world around him. Once cast, the mage will notice more.]	1
1u	6) Walk with Humility: Suppress Magical Forms of Detect 4d6, any Magic power one at a time (+1/4), Personal Immunity (+1/4), Area Of Effect (One Hex; +1/2), Reduced Endurance (0 END; +1/2) (50 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), No Range (-1/2), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4) [Notes: To cast this spell, the mage must clear his mind of all egocentric thoughts. He then becomes invisible to all but the most powerful forms of magical detection. Any word, thought, or deed that is clearly egocentric is sufficient to cancel this spell.]	0
1u	7) Form of Glass: Invisibility to Sight Group (20 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Extra Time (Full Phase, -1/2), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) [Notes: A mage who casts this spell becomes virtually undetectable by normal sight. The mage can still be heard, and anyone close enough to the caster will notice a disturbance in the air and will be alert.]	2
1u	8) The Becoming: Shape Shift (Sight, Hearing, Smell/Taste, Mystic, Touch and Mental Groups, limited group of shapes), Imitation, Instant Change (50 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4)	5
1u	9) The Spell of the Debilitating Armor: Drain STR 3d6, Ranged (+1/2) (45 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4) [Notes: This spell allows the mage to sap his enemies' strength from a distance. Its name derives from the fact that heavily-armored foes are often trapped by their armor when the spell makes them too weak to support it.]	4
1u	10) Rites of Healing: Healing BODY 5d6, Can Heal Limbs (55 Active Points); Gestures (Requires both hands; Complex; -3/4), Requires A Skill Roll And A Skill Roll (Tap and Magic Control; -3/4), Incantations (Complex; -1/2), Spell (-1/2), Side Effects (-1/4), Concentration (1/2 DCV; -1/4)	5
5	Alchemy: Multipower, 35-point reserve, all slots Delayed Effect (May have number of potions equal to INT; +1/4) (44 Active Points); all slots Extra Time (6 Hours, Character May Take No Other Actions, -3 3/4), OAF Fragile (-1 1/4), Requires A Skill Roll And A Skill Roll (Alchemy and Tap; -3/4), 1 Continuing Charge lasting 5 Minutes (-3/4), Concentration (0 DCV; -1/2)	
1u	1) Potion of Recovery: (Total: 35 Active Cost, 5 Real Cost) Aid END 1 1/2d6 (15 Active Points); Extra Time (6 Hours, Character May Take No Other Actions, -3 3/4), OAF Fragile (-1 1/4), Requires A Skill Roll And A Skill Roll (Alchemy and Tap; -3/4), Concentration (0 DCV; -1/2) (Real Cost: 2) plus Aid REC 2d6 (20 Active Points); Extra Time (6 Hours, Character May Take No Other Actions, -3 3/4), OAF Fragile (-1 1/4), Requires A Skill Roll And A Skill Roll (Alchemy and Tap; -3/4), Concentration (0 DCV; -1/2) (Real Cost: 3)	0
1u	2) Firebloom: RKA 1d6, Explosion (+1/2), Nonselective Target (-1/4), Continuous (+1) (34 Active Points); Extra Time (6 Hours, Character May Take No Other Actions, -3 3/4), OAF Fragile (-1 1/4), Requires A Skill Roll And A Skill Roll (Alchemy and Tap; -3/4), Concentration (0 DCV; -1/2)	0

Cost	Name	END
1u	3) Bottled light: Sight and Hearing Groups Flash 4 1/2d6, Area Of Effect Nonselective (One Hex; +1/4) (35 Active Points); Extra Time (6 Hours, Character May Take No Other Actions, -3 3/4), OAF Fragile (-1 1/4), Requires A Skill Roll And A Skill Roll (Alchemy and Tap; -3/4), Concentration (0 DCV; -1/2)	0
1	Sorcery: Multipower, 6-point reserve, (6 Active Points); all slots Requires A Skill Roll And A Skill Roll (Tap and Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Spell (-1/2), Incantations (Complex; -1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4)	
1u	1) Telepathic Contact: Mind Link , Human class of minds, One Specific Mind (5 Active Points); Requires A Skill Roll And A Skill Roll (Tap and Control; -3/4), Gestures (Complex; Requires both hands; -3/4), Spell (-1/2), Incantations (Complex; -1/2), Concentration (1/2 DCV; -1/4), Side Effects (-1/4) [Notes: When contact must be made with another mind, there is no substitute for this spell. Note that the caster must have permission from their targets before using this spell.]	0

78 Total Powers Cost

SKILLS

Cost	Name
3	Alchemy: Power 14-
12	Tap: Power 16-, Increased Maximum Range (250"; +1/4), Ranged (+1/2) (12 Active Points)
5	Magical Control: Power 15-
8	+1 with all non-combat Skills
3	Acting 13-
1	Concealment 8-
3	Conversation 13-
1	Criminology 8-
3	Cryptography 14-
3	Deduction 14-
2	Forgery (Documents) 14-
3	High Society 13-
2	Gambling (Card Games) 14-
1	Interrogation 8-
3	Lipreading 14-
3	Mimicry 14-
1	Navigation (Land) 8-
3	Paramedics 14-
3	Persuasion 13-
3	Riding 11-
3	Seduction 13-
3	Shadowing 14-
3	Sleight Of Hand 11-
3	Stealth 11-
3	Streetwise 13-
2	Survival (Temperate/Subtropical) 14-
2	WF: Common Melee Weapons

85 Total Skills Cost

PERKS

Cost	Name
10	Money: Wealthy
4	Fringe Benefit: Baron
1	Alchemy Licence: Fringe Benefit: License to practice a profession

15 Total Perks Cost

TALENTS

Cost	Name
15	Beast Speech
6	Magesight, Telescopic: +2

21 Total Talents Cost

EQUIPMENT

Cost	Equipment	END
	Dagger: Killing Attack - Hand-To-Hand 1d6-1, Reduced Endurance (0 END; +1/2), Ranged (+1/2) (20 Active Points); OAF (-1), STR Minimum 6 (-1/2), Real Weapon (-1/4) [Notes: Can Be Thrown]	0
	Sword, Rapier: Killing Attack - Hand-To-Hand 1d6, Reduced Endurance (0 END; +1/2) (22 Active Points); OAF (-1), STR Minimum 8 (-1/2), Real Weapon (-1/4) [Notes: +1 OCV]	0
	Short bow: RKA 1d6, 12 Recoverable Charges (+1/4) (19 Active Points); OAF (-1), STR Minimum 8 (STR Min. Cannot Add/Subtract Damage; -1), Real Weapon (-1/4)	[12 rc]
	Buckler: +1 with DCV	

Equipment costs shown above are for reference only, and are not included in Total Cost.

DISADVANTAGES

Cost	Name
10	Annoyed By Incompetent People: (Uncommon, Strong)
0	Normal Characteristic Maxima
10	Age: 60+
20	Seeks rejuvenation: (Very Common, Strong)
10	Sex Object: (Frequently, Minor)
10	Lust for Knowledge: (Uncommon, Strong)
10	Astigmatic-near sighted: (Frequently, Slightly Impairing)
10	Will Not Murder: (Uncommon, Strong)
10	Avoids using powers: (Common, Moderate)
5	cannot recharge END reserves with worship: (Uncommon, Moderate)

Cost	Name
5	Hunted-Church hunter: 8- (Less Pow, Harshly Punish)

100 Total Disadvantages Cost

APPEARANCE

Hair Colour: Auburn

Eye Colour: Green

Height: 1.73 m

Weight: 77.00 kg

Description:

BACKGROUND

PERSONALITY

QUOTE

POWERS/TACTICS

CAMPAIGN USE

Character created by @NAME@

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