

Francis Albert Carlotti

Val	Char	Base	Cost	Combat Stats	
20	STR	10	10	OCV: 5	Run: 6"
15	DEX	10	15	DCV: 5	Swim: 2"
15	CON	10	10	ECV: 5	Jump: 4"
11	BODY	10	2	Phases: 3, 6, 9, 12	
18	INT	10	8		
13	EGO	10	6	Rolls	
13	PRE	10	3	DEX Roll: 12-	EGO Roll: 12-
10	COM	10	0	INT Roll: 13-	PER Roll: 13-
6	PD	4	2		
8	ED	3	5	Costs	
4	SPD	2.5	15	Char: 76	Base: 150
7	REC	7	0	Powers: 294	Disad: 220
30	END	30	0	----	----
29	STUN	29	0	Totals: 370	370

150 +

Disadvantages

20	Hunted by the Cult of the Black Sword (More Powerful, NCI, Harsh, 8-)
15	Hunted by various mystical entities (As Powerful, NCI, Harsh, 8-)
10	Watched by higher mystical beings (More Powerful, NCI, 8-)
20	Normal Characteristic Maxima
5	Distinctive Features: Heavy New York accent
20	Psych Lim: Code Against Killing (Common, Total)
10	Psych Lim: Will do anything to protect Earth from mystical dangers (Uncommon, Total)
5	Psych Lim: Dedicated to the Order of the White Shield (Uncommon, Moderate)
5	Psych Lim: Always looking to learn more about magic (Uncommon, Moderate)
10	1½ x STUN and BODY from Mental Powers (Uncommon)
5	1½ x Effect from Mental Powers (Uncommon)
95	Experience

Personal Data

Hair: Brown	Eyes: Brown
Height: 5'10"	Weight: 175 lbs
Birth Date: May 27, 1952	Place of Birth: New York, NY

Pts

Powers

END

24*	Elemental Control – Mastered Magical Spells (30 point reserve)			
46*	1	5d6 Energy Blast (Any special effect) (+1 Variable Advantage)		9
24*	2	Force Field (20 PD, 20 ED) (0 END)		0
19	Sense Magic (Discriminatory) (15-)			
3	Mental Awareness			
20	Power Defense			
51*	40 Point Variable Power Pool (Requires a Spell Research roll and takes a half phase to change) (No direct damage attacks, no defenses, no mental powers)			
3	Acting (12-)			
3	Breakfall (12-)			
7	Combat Driving (14-)			
3	Conversation (12-)			
5	Cryptography (14-)			
3	Oratory (12-)			
3	Paramedic (13-)			
7	Inventor (Magical Devices) (15-)			
9	Spell Research (16-)			
4	AK: The Mystic Realms (14-)			
3	Scholar			
3	KS: Cosmic Entities (14-)			
3	KS: Magical Devices (14-)			
3	KS: Types of Magic (14-)			
2	KS: Secret Occult World (13-)			
3	Linguist			
2	Arabic (Completely fluent with accent)			
2	Greek (Completely fluent with accent)			
2	Hebrew (Completely fluent with accent)			
2	Latin (Completely fluent with accent)			
2	Tibetan (Completely fluent with accent)			
1	Cantonese (Fluent conversation)			
1	Mandarin (Fluent conversation)			
3	PS: Mage (12-)			
2	PS: Cab Driver (11-)			
1	PS: Actor (8-)			
	Martial Arts – Kung Fu			
	Maneuver	OCV	DCV	Effect
4	Punch	+0	+2	6d6
4	Block	+2	+1	
3	Throw	+0	+1	4d6 + v/5
4	Disarm	-1	+1	
4	Dodge	+0	+5	

*Spells require gestures and an appropriate rhyming verse