

Name: Das Kristallgeweih (Crystal Antlers)

Concept: Alien mit Spieltrieb und ohne Gewissen

Looks: außerirdische Kristallflechte mit optionalem Menschenkörper

Place of Origin: Komet

Attributes

Agility: d4

Smarts: d8 => d10 (Novice)

Strength: d6

Spirit: d6

Vigor: d8

Points spent: 6

Derived Statistics

Charisma: +2

Pace: 6' + d6

Parry: 7

Toughness: 6+1 -> 7

Skills

<i>Agility</i>	<i>Smarts</i>	<i>Spirit</i>	<i>Strength</i>
Boating	Gambling	Intimidation d4	Climbing
Driving	Healing	Persuasion d4	
Fighting d10	Investigation		
Lockpicking	Knowledge		
Piloting	Notice d6		
Riding	Repair		
Shooting d4	Streetwise		
Stealth d4	Survival d4		
Swimming	Taunt		
Throwing d4	Tracking		

Edges

Racial Edge: Arcane Background (Superpowers) -> 10 PP

Hindrance Edge: New Power (Superkarma) -> 5 PP

Hindrance Edge: New Powers (Novice Rank) -> 5 PP

Attractive
Brawny

Hindrances

~~Alien Form (maj)~~
Clueless (maj)
Poverty (min)
~~Heartless (min)~~
Distinctive Appearance (min)
Overconfident (maj)

Powers:

(Power Points: 20)
Attack, Melee (10) +5d6 = 6d6
~~Construct (5)~~
~~Explode (2)~~
Flight (2)
Mind Control (3)
Shrink (3)
Telepathy (2)

Level Ups & XPs

Novice	Seasoned	Veteran	Heroic	Legendary
0XP Superkarma	20XP Construct	40XP	60XP	80XP
5XP Smarts	25XP	45XP	65XP	90XP
10XP Attractive	30XP	50XP	70XP	100XP
15XP Nerves Steel	35XP	55XP	75XP	110XP

Questionnaire for Adventure card (roll 1d6 or 1d8)

1. What is your character's most important Hindrance? Why?
2. What other character in the party has your character a special bond to? Why?
3. Who is the most important NonPlayerCharacter for your character? Why?
4. What motivates and excites your character?
5. What adventure your character had so far, had most impact on him? Why?
6. What adventures is your character looking forward to?
7. What was your favourite scene in the last session?
8. What was your least favourite scene in the last session?

Attack, Melee

Your character has a special melee attack. This power adds Xd6 to your hand-to-hand attack damage. This counts as Heavy Weapon. ~~The additional Xd6 damage works only against living creatures (except plant creatures).~~

Your overall damage is 6d6.

Flight

Your character can fly at normal Pace speed. His climb is equal to half his pace speed.

Mind Control

The character can control another mind within 12" by making an opposed Smarts roll with the target. This counts as an action.

Success means the target is completely under the character's control. If the character also has telepathy, he has a mental link of infinite distance with his victim. The subject may now venture outside the controller's range of 12" and can mentally relay any information the controller requires.

Telepathy

The character can communicate with everyone in sight through telepathy.

Specific known individuals who are not in sight may be reached with a Spirit roll within one mile, or a Spirit roll at -4 if further away. Once established, the connection may be maintained as desired, but requires concentration. This inflicts a -2 penalty to all other actions, no matter how many connections are maintained.