

Character Name: Julian Antoine Dumas
 Alternate Identities: The Necromancer
 Player Name: Ernie Griffin

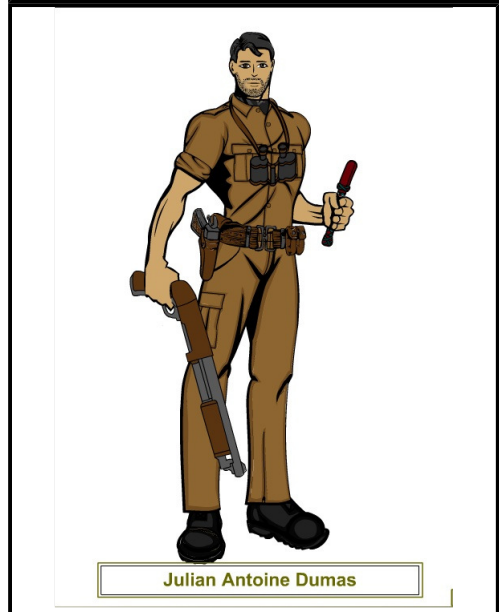


CHARACTERISTICS

Val Char	Base	Points	Total	Roll	Notes
20 STR	10	10	20	13-	HTH Damage 4d6 END [2]
18 DEX	10	24	18	13-	OCV 6 DCV 6
17 CON	10	14	17	12-	
15 BODY	10	10	15	12-	
13 INT	10	3	13	12-	PER Roll 12-/13-
13 EGO	10	6	13	12-	ECV: 4
13 PRE	10	3	13	12-	PRE Attack: 2 1/2d6
10 COM	10	0	10	11-	
7 PD	4	3	10/25		10/25 PD (3/18 rPD)
7 ED	3	4	10/25		10/25 ED (3/18 rED)
3 SPD	2.8	2	3		Phases: 4, 8, 12
8 REC	7	2	8		
34 END	34	0	34		
35 STUN	34	1	35		
7" Running	6	2	7"		
2" Swimming	2	0	2"		
4" Leaping	4	0	4"		

84 Total Characteristics Points

CHARACTER IMAGE



Julian Antoine Dumas

EXPERIENCE POINTS

Total earned:	20
Spent:	17
Unspent:	3
Base Points:	125
Disad Points:	75
Total Points:	217

MOVEMENT

Type	Total
Run (6)	7" [14" NC]
Swim (2)	2" [4" NC]
H. Leap (4")	4"
V. Leap (2")	2"

DEFENSES

Type	Amount
Physical Defense	10/25
Res. Phys. Defense	3/18
Energy Defense	10/25
Res. Energy Defense	3/18
Mental Defense	0
Power Defense	0

COMBAT INFORMATION

Level	OCV	To Hit (OCV + 11)	DCV
Base	6	17	6
"Half"	3	14	3
"Zero"	0	11	0

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

Targeting shot

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

Die Roll	Hit Location	KA Stun X	NA Stun X	Body X	OCV
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	Stomache	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

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SKILLS

Cost	Name
	Everyman Skills
0	1) Conversation 8-
0	2) Deduction 8-
0	3) Native Language (completely fluent; literate) (4 Active Points)
0	4) PS: Shaman/Vodun ((Everyman)) 11-
0	5) Persuasion 8-
0	6) Shadowing 8-
0	7) Stealth 8-
1	8) TF: Common Motorized Ground Vehicles, (Everyman), Jetskis, Small Motorized Boats
3	Expert Park Ranger, Private Adder; all slots: Common Adder
1	1) AK: San Sebastien Swamp (2 Active Points) 11-
1	2) KS: Wildlife Law Enforcement World (2 Active Points) 11-
1	3) KS: Wildlife Law and Procedure (2 Active Points) 11-
1	4) PS: Park Ranger (2 Active Points) 11-
	Park Ranger
1	1) AK: Vibora Bay 8-
1	2) Bribery 8-
1	3) Bureaucratcs 8-
1	4) Climbing 8-
3	5) Combat Driving 13-
1	6) Concealment 8-
3	7) Criminology 12-
2	8) Navigation (Swamp) 12-
1	9) Paramedics 8-
3	10) Streetwise 12-
2	11) Survival (Temperate/Subtropical Coasts, Tropical Coasts/Pelagic Environments) 12-
3	12) Tactics 12-
2	13) WF: Small Arms Vodun

POWERS

Cost	Power	END
1	<i>Observant</i> : +1 PER with Normal Sight	0
5	Luck 2d6, (Everyman)	0
15	Multipower, 50-point reserve, (50 Active Points); all slots Variable Limitations (requires -1 worth of Limitations; OAF Focus or (1/2 DCV [-1/4],x2END[-1/2] and Delayed Phase [-1/4]); -1/2), Spell (-1/2), Extra Time (Full Phase, -1/2), Incantations (-1/4), Gestures (-1/4), Requires A Necromancy Roll (Active Point penalty to Skill Roll is -1 per 20 Active Points; -1/4) Notes: OAF: Focus - Short rod made of wood, bone, and feathers, carved with necromatic symbols and soaked in blood	
1u	1) <i>Bone Armor</i> : FF (7 PD/7 ED) (Protect Carried Items), 1 Continuing Charge lasting 1 Day (+0), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (48 Active Points); Not with worn armor (-1/4)	[1 cc]
1u	2) <i>Putrid Touch</i> : Killing Attack - Hand-To-Hand 2d6 (2 1/2d6 w/STR), Armor Piercing (+1/2) (45 Active Points)	4
1u	3) <i>Raise Dead</i> : Summon 200-point Zombie, Friendly (+1/4) (50 Active Points); Limited Power Power requires presence of body (at least half) (-2), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4)	5
1u	4) <i>Touch From Beyond</i> : EB 2 1/2d6, Personal Immunity (+1/4), NND ([Standard]; +1), Area Of Effect (2" radius; +3/4), Selective (+1/4) (42 Active Points); No Range (-1/2)	4
1u	5) <i>Detect Corpse</i> : (Total: 24 Active Cost, 7 Real Cost) Detect A Corpse 13-/14- (Unusual Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range (19 Active Points) (Real Cost: 6) plus Tracking with Detect Corpse (5 Active Points); OIF Expendable (Difficult to obtain new Focus; Something belonging or connected to the victim; -3/4) (Real Cost: 1)	0
3	<i>Night Vision of the Living Dead</i> : Nightvision (5 Active Points); Costs Endurance (-1/2), Does not work on Holy (Consecrated) ground or in close proximity to Holy artifacts. (-1/4)	1
8	<i>Sense Undead</i> : Detect A Class Of Things 13-/14- (Mental Group), Sense Normal equipment	0
10	1) <i>.45 ACP (M1911A1)</i> : (Total: 36 Active Cost, 10 Real Cost) Killing Attack - Ranged 2d6-1, +1 STUN Multiplier (+1/4) (31 Active Points); OAF (-1), STR Minimum 1-5 (STR Min. Cannot Add/Subtract Damage; -3/4), 7 Charges (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 8) plus +1 OCV (5 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 2)	[7]
12	2) <i>12 gauge sawed off</i> : (Total: 55 Active Cost, 12 Real Cost) Killing Attack - Ranged 3d6-1, +1 STUN Multiplier (+1/4) (50 Active Points); OAF (-1), STR Minimum 1-5 (STR Min. Cannot Add/Subtract Damage; -3/4), 5 Charges (-3/4), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), Reduced Penetration (-1/4), Reduced By Range (-1/4) (Real Cost: 10) plus +1 OCV (5 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 2)	[5]

- 2 1) +2 with Putrid Touch
- 5 2) *Necromancer Skill*: Power 13-
- 2 3) KS: Necromancy 11-
- 2 4) KS: Loa (Voodoo Spirits) 11-
- 2 5) KS: Voodoo 11-
- Misc
- 3 1) Acting 12-

48 Total Skills Cost

PERKS

Cost Name

- Park Ranger
- 4 1) *Old Man of the Swamp*: Contact: Juba - the Old Man of the Swamp (Contact has useful Skills or resources, Good relationship with Contact) 11-
- 2 2) *Park Ranger*: Fringe Benefit: Local Police Powers
- 1 3) Fringe Benefit: Weapon Permit (where appropriate)
- Pools
- 0 1) Equipment Points: 20
- 0 2) Follower/Contact Points: 10
- 1 3) Vehicle/Base Points: 12

9 Total Perks Cost

TALENTS

Cost Name

- 2 Bump Of Direction (3 Active Points); Only in Swamp (-1/2)
- 6 Combat Luck (3 PD/3 ED)
- 3 Lightsleep

11 Total Talents Cost

- 7 3) *Armored Vest*: Armor (8 PD/8 ED) (24 Active Points); Long Vest (Protects Locations 9-13; -1 1/4), OIF (-1/2), Half Mass (-1/2), Real Armor (-1/4) 0

66 Total Powers Cost

EQUIPMENT

Cost Equipment

END

- Contacts/Followers Pool (10 Pool);
- 4 1) *Agent Nick Deitel (DEA)*: Contact (Contact has access to major institutions, Contact has useful Skills or resources) 11-;
- 4 2) *Det. Mark Wheedle (Local Police)*: Contact (Contact has access to major institutions, Contact has useful Skills or resources) 11-;
- 3 3) *Prosper Faillard (Mentor)*: Contact (Contact has useful Skills or resources, Good relationship with Contact) 8-;
- 4 4) *Dr. Liddia Del (State Police)*: Contact (Contact has access to major institutions, Contact has useful Skills or resources) 11-;
- 2 5) *Sensei John*: Contact (Contact has useful Skills or resources) 8-;
- 3 6) *The Hidden Shelf*: Contact (Contact has significant Contacts of its own, Contact has very useful Skills or resources), Spirit Contact (x2)(8 Active Points) 8-; Activation Roll 8- (-2);
- Equipment Pool (20 Pool);
- 4 1) *Binoculars*: +6 versus Range Modifier for Hearing Group (9 Active Points); OAF (-1); 0
- 1 2) *First Aid Kit*: +3 with Paramedics (6 Active Points); 12 Charges which Never Recover (-2 1/4), OAF (-1);
- 6 3) *Flashlight*: Sight Group Images 1" radius, +/-3 to PER [1 Rolls, 1 Continuing Fuel Charge lasting 1 Hour (+0) (19 cc] Active Points); OAF Fragile (-1 1/4), Limited Power Only to create Light (-1);
- 7 4) *Handcuffs*: Entangle 3d6, 3 DEF, Standard effect: 3 [1 BODY, 6 DEF (+0), Takes No Damage From Attacks All rc] Attacks (+1/2) (45 Active Points); 1 Recoverable Charge (-1 1/4), OAF (-1), Set Effect (Hands Only) (-1), Does Not Prevent The Use Of Accessible Foci (-1), No Range (-1/2), Cannot Form Barriers (-1/4);
- 1 5) *Voodun "Medicine" Bag*: +2 with PS: Voodun (2 Active Points); OAF (-1);
- 4 6) *Walkie-Talkie*: Radio Perception/Transmission (Radio Group) (10 Active Points); OAF (-1), Affected As Hearing Group as well as Radio Group (-1/4); 0
- Vehicle/Base Pool (12 Pool);
- 6 1) *Airboat*: Vehicle;
- 11 2) *Beat-up Pickup*: Vehicle;
- 11 3) *Safe House In Swamp*: Base;

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DISADVANTAGES

Cost	Disadvantage
5	Distinctive Features: Ritual scars - arms, chest, back. Voodoo spirit tatoos on arms and chest (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
5	Distinctive Features: Uniform and/or Badge (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10	Hunted: Parks Department 8- (Mo Pow, NCI, Watching)
20	Hunted: Rogue order of Knights Templar 8- (Mo Pow, NCI, Harshly Punish)
0	Normal Characteristic Maxima
10	Psychological Limitation: Must look for Undead (Uncommon, Strong)
10	Social Limitation: Shunned by those who fear the dead - thought to be evil (Occasionally, Major)
15	Social Limitation: Subject to Orders (Frequently, Major)
75	Total Disadvantages Cost

APPEARANCE

Hair Color: Brown

Eye Color: Brown

Height: 5' 11"

Weight: 187 lbs

Description:

BACKGROUND

PERSONALITY

QUOTE

POWERS/TACTICS

CAMPAIGN_USE