

Nadjiel (Miscreant)

Enchanted Weapon of Chaos (evil trident) – 3D6 damage

I.Q.: 12, M.E.: 08, M.A.: 11, P.S.: 08 (09), P.P.: 09, P.E.: 15 (16), P.B.: 13, Spd: 13 (26)

Attacks: 2 (4), H.P.: 16+4=20, S.D.C.: 12+74=86

+3 Roll with Punch/Fall/Impact

+2 Pull Punch

+1 Parry and Dodge

Save vs. Possession: +4

Save vs. Horror Factor: +4

Save vs. Magic Spells/Enchantments: +2

See the Invisible and “Battle Dress”

Super Abilities: Extraordinary Mental Affinity and Superhuman Strength (or Extraordinary Physical Strength if Superhuman Strength is too much).

1. Power Bolt: 5D6

2. Turns Itself and Wielder Invisible

3. Fly

4. Portal of Fear

5. Mystic Shield

6. Second “Battle Dress” to disguise as good.

6a. If the above is considered a natural ability, then Animate and Control the Dead.

Extraordinary Mental Affinity

Increase M.A. to 24+2=26

Superhuman Strength

Add 20+4 to P.S. (+24 to a total of 33)

Extraordinary Physical Strength

Increase P.S. to 20+7=27

Education: Bachelor’s Degree

Computer Program (+20%): Basic Electronics (50%), Computer Operations (60%), Computer Programming (50%), Computer Repairs (45%).

Journalist/Investigation Program (+20%): Computer Operation (void), Research (70%), Surveillance Systems (50%), Writing – Journalistic Style (45%)

Journalist/Investigation Program #2: Cryptography +20% (45%), Imitate Voices & Impersonation +10% (46%/26%), Intelligence +10% (42%), Computer Hacking +20% (50%)

Physical/Athletic Program (+20%): Hand to Hand: Basic, Athletics (general), Prowl (45%+2%=47%), Swimming (70%)

Secondary Skills:

1. Play Musical Instrument: Piano -- specializes in classical (35%)

2. Play Musical Instrument: Piano -- superior quality (35%+10%=45%)

3. Running

4. W.P. Polearm (+1 to strike and parry)

5. W.P. Automatic Pistol (+3 aimed and +1 burst)

6. W.P. Bolt-Action Rifle (+3 aimed)

7. Pilot: Motorcycle (60%)

8. Cook (35%/40%)

9. Hunting (+2% prowl, +5% track animals, +5% cook catch)

10. Track Animals (20%+5%=25%)