

Tara Sorvino

Character created with [Hero Designer](#), version 2006071409

Alternate Identities : Sarah Douglas

Genre : Urban Fantasy

Campaign : Advent

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
10	STR	10	0	11-	HTH Damage 2d6 END [1]
17	DEX	10	21	12-	OCV 6 DCV 6
13	CON	10	6	12-	
13	BODY	10	6	12-	
18	INT	10	8	13-	PER Roll 13-
18	EGO	10	16	13-	ECV: 6
20	PRE	10	10	13-	PRE Attack: 4d6
14	COM	10	2	12-	
4	PD	2	2		4 PD (0 rPD)
4	ED	3	1		4 ED (0 rED)
4	SPD	2.7	13		Phases: 3, 6, 9, 12
5	REC	5	0		
26	END	26	0		
25	STUN	25	0		
6"	Running	6	0		
2"	Swimming	2	0		
2"	Leaping	2	0		

85 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **0**

Spent: **178**

Unspent: **0**

Base Points: **200**

Disad Points: **50**

Total Points: **428**

POWERS

Cost	Name	END
37	Minor Magics: Variable Power Pool (Magic Pool), 30 base + 7 control cost, (45 Active Points); all slots Variable Limitations (requires -1 worth of Limitations; Must have focus, Extra-time, Increased END, or Concentration; -1/2), Spell (-1/2)	

Cost	Name	END
52	Ritual Casting: Variable Power Pool (Magic Pool), 45 base + 7 control cost, (67 Active Points); all slots Variable Limitations (requires -1 worth of Limitations; Must have focus, Extra-time, Increased END, or Concentration; -1/2), Spell (-1/2), Lockout (-1/2), VPP Powers Can Be Changed Only In Given Circumstance (-1/2)	
67	Mental Evocations: Multipower, 150-point reserve, (150 Active Points); all slots Spell (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; Use of a Focus Removes Side Effects; -1/2), Incantations (-1/4)	
2u	1) Mind Lance: Ego Attack 5d6 (50 Active Points); Spell (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; Use of a Focus Removes Side Effects; -1/2), Incantations (-1/4)	5
4u	2) Mind Knife: Killing Attack - Ranged 2d6, Based On EGO Combat Value (Mental Defense applies; +1), Does BODY (+1) (90 Active Points); Spell (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; Use of a Focus Removes Side Effects; -1/2), Incantations (-1/4)	9
3u	3) Emotion Control: Mind Control 14d6, Telepathic (+1/4) (87 Active Points); Eye Contact Required (-1/2), Only to Alter One Emotion at a Time (-1/2), Spell (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; Use of a Focus Removes Side Effects; -1/2), Incantations (-1/4)	9
4u	4) Greater Emotion Control: Mind Control 10d6, Telepathic (+1/4), Area Of Effect Nonselective (6" Radius; +3/4) (100 Active Points); Only to Alter One Emotion at a Time (-1/2), Spell (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; Use of a Focus Removes Side Effects; -1/2), Incantations (-1/4)	10
2u	5) Empathic Bond: Telepathy 10d6 (50 Active Points); Empathy - emotions only (-1/2), Spell (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; Use of a Focus Removes Side Effects; -1/2), Incantations (-1/4)	5
2u	6) Obfuscation: Invisibility to Sight, Mystic, Hearing, Mental, Smell/Taste and Touch Groups , No Fringe (55 Active Points); Spell (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; Use of a Focus Removes Side Effects; -1/2), Mental Def adds a fringe and +1 PER for each 5 points (-1/4), Incantations (-1/4)	5
1u	7) Psychic Tracking: Mind Scan 10d6, +5 ECV (60 Active Points); Extra Time (6 Hours, Character May Take No Other Actions, User "Feels" his way to the target via psychic spore. Time to find is variable.; -3 3/4), Requires A Magic Skill Roll (-1/2), Spell (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect only affects the environment near the character; Use of a Focus Removes Side Effects; -1/2), IIF (Some object belonging to the target; -1/4), Incantations (-1/4)	6

174 Total Powers Cost

SKILLS

Cost	Name
3	PS: Wizard 13-
3	Scholar
2	1) KS 13-
2	2) KS: Arcane & Occult Lore 13-

Cost	Name
2	3) KS: The Arcanum 13-
1	4) KS: The Mystic World 11-
1	5) KS: The Spirit World 11-
2	6) KS: Union City Mafia Families 13-
2	7) KS: Union City Underworld 13-
2	AK: Oldtown 11-
3	AK: Uptown 13-
3	Linguist
3	1) Language: French (completely fluent; literate)
3	2) Language: Greek (completely fluent; literate)
3	3) Language: Italian (completely fluent; literate)
3	4) Language: Spanish (completely fluent; literate)
3	Acting 13-
3	Conversation 13-
3	Disguise 13-
3	High Society 13-
3	Lipreading 13-
1	Security Systems 8-
3	Seduction 13-
7	Streetwise 15-
	Arcane Skills
7	1) Power: Magic 15-
3	2) Power: Warding Rituals 13-

74 Total Skills Cost

PERKS

Cost	Name
13	Roman Sorvino (Dad): Contact (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Very Good relationship with Contact) 15-
1	Fake Name: False Identity
5	Daddy's Girl: Money: Well Off
3	The Roman's Daughter: Reputation: Underworld Only (A small to medium sized group) 8-, +3/+3d6
7	Nice Condo x2:
15	Several Nice Cars (3):

44 Total Perks Cost

TALENTS

Cost	Name
22	Magesight, Discriminatory, Analyze, Range, Sense
5	Twilight Sense

Cost	Name
18	The Dragon Ring: Danger Sense (general area, any danger, Function as a Sense) (37 Active Points); OAF (-1) 13-
6	Combat Luck (3 PD/3 ED)

51 Total Talents Cost

DISADVANTAGES

Cost	Name
15	Hunted: Roman Sorvino 11- (As Pow, NCI, PC has a Public ID or is otherwise very easy to find, Watching)
15	Mystery Disadvantage
15	Psychological Limitation: Vengeful (Common, Strong)
5	Reputation: The Roman's Daughter (Law Enforcement), 8- (Extreme; Known Only To A Small Group)

50 Total Disadvantages Cost

APPEARANCE

Hair Colour: Brown
Eye Colour: Brown
Height: 2.00 m
Weight: 100.00 kg
Description:

BACKGROUND

A daddy's girl but daddy happens to be one of the most powerful underworld figures in Union City.

POWERS/TACTICS

Primarily mental based powers including attacks, mind control, telepathy, and psychic sniffing.

Character created by @Eosin@

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