

Real Name: Adria (full name unrevealed).

Occupation: Sorceress.

Identity: Adria's existence is unknown to the general public outside of her Sri Pada residence.

Legal Status: Citizenship unknown, no known criminal record; currently a resident of Sri Lanka.

Other Aliases: "the Witch".

Place of Birth: Unrevealed.

Marital Status: Widowed.

Known Relatives: Husband, unrevealed number of children (names unrevealed, deceased).

Group Affiliation: Former member of the Ancient One's order of sorcerers.

Base of Operations: Nallathanniya, Sri Lanka, at the foot of Sri Pada; formerly the Ancient One's monastery in Kamar-Taj, Tibet.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History: Little is known about the history of the sorceress known as Adria. What she has revealed is as follows. She suffered a mental breakdown when her husband and children were killed in an aircraft accident; she has implied that she would also have been on the plane but circumstances out of her control kept her elsewhere at the time. After spending time in and out of mental institutions, Adria found herself seeking a new direction in life.

It was at that point she was directed to a monastery in Kamar-Taj in Tibet, where she was told that the monks would help give her peace of mind (see *Order of Kamar-Taj*). It wasn't until weeks later that she learned the monks were sorcerers, when the Ancient One, the order's grand master, offered her training in the mystic arts (see *Ancient One*). Adria proved an adept pupil, but as has been commented on by other sorcerers, she remained "broken".

Adria eventually left the Ancient One's monastery to take up residence at the foot of the mountain Sri Pada in Sri Lanka, a place strong in mystic power, where over time, she gained a reputation as a rather callous but powerful witch who toyed with the lives of those around her. This reputation eventually drew her into conflict with Doctor Strange, who she immediately recognized as one of the Ancient One's apprentices (see *Doctor Strange*). Despite his appeals to her as a fellow member of the Ancient One's order of sorcerers, Adria attacked him, intending to claim the Eye of Agamotto for herself, only to be defeated. Reluctantly, Strange used the Eye to suppress her knowledge of the mystic arts and gave her a compulsion to seek out therapy for her loss.

That suppression was either short-lived or reversed as Adria was next seen meeting with Strange's enemy, Karl Mordo, and several other sorcerers Strange has defeated in the past (see *Mordo, Karl*). Where and when this loose association of sorcerers will strike at Dr. Strange is as yet unknown.

Height: 5' 4".

Weight: 115 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

Strength Level: Adria possesses the normal human strength of a woman her age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Adria is a sorceress, specializing in elemental magics. Strictly speaking, Adria and other human sorcerers do not have superhuman powers; only the ability to manipulate mystical energy lies within an Earth-born sorcerer, not the energy itself. Theoretically, any living person can tap into an infinite amount of mystical energy. However, each person is limited by his own amount of training, discipline, knowledge, and enlightenment as to the mystical arts.

Adria's magic, like that of other magicians, is derived from three major sources: personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally powers gained through invoking entities or objects of power existing in mystical dimensions tangential to her own. The latter means of power is usually gained through the recitation of spells; either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. Adria has also used what is called black magic, tapping the energies of unwilling subjects, usually through death, to power her spells, although she rarely engages in the practice.

Adria has focused her mystical training on what are considered the five elements of Buddhist thought: earth, air, fire, water, and



akasha, also known as void or vacuum. She has shown exceptional skill at manipulating the five elements, but has also shown to lack much of the basic personal powers. To date, she has only cast two spells which call upon extradimensional magical principalities: the Flames of the Faltine and the Winds of Watoomb; it is possible those are the only two such spells she knows. Her exhibited use of personal energy has been almost negligible.

552 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 14 [15] **Move:** 6 [0]

IQ: 11 [20] **Per:** 12 [5]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.

Dodge: 9 **Parry:** 9 **DR:** 0

Block: 10 **Threshold:** 60

Languages: English (Accented) [4]; Sinhala (Native) [6]; Sanskrit (Accented) [4]; Malay (Native) [6]; Tamil (Native) (Native Language) [0]; Tibetan (Accented) [4].

Cultural Familiarities: Central Asian [1]; East Asian [1]; Indian (Native) [0].

Advantages: Air Realm/3 [30]; Appearance (Attractive) [4]; Charisma 2 [10]; Earth Realm/3 [30]; Fearlessness 2 [4]; Fire Realm/3 [30]; Increased Threshold 5 (Threshold: 60) [25]; Magery 3 (Solitary Ceremonial, +10%) [38]; Spirit Realm/3 [60]; Void Realm/3 [30]; Water Realm/3 [30]; Wealth (Wealthy) [20].

Perks: Magical School Familiarity (Kamar-Taj) [1].

Disadvantages: Black Magic Taint -1 [-3]; Callous [-5]; Incurious (12) [-5]; Laziness [-10]; Loner (9) [-7]; Overconfidence (9) [-7]; Selfish (9) [-7]; Stubbornness [-5].

Quirks: Ambitious [-1]; Conceited [-1]; Incompetence (Egocentric Magic) [-1]; Limited Exocentric Magic (Flames of Faltine and Winds of Watoomb only) [-1]; Treacherous [-1].

Skills: Acting (A) IQ+0 [2] - 11; Administration (A) IQ+1 [4] - 12; Climbing (A) DX+0 [2] - 12; Fast-Talk (A) IQ+1 [4] - 12; First Aid/TL8 (Human) (E) IQ+1 [2] - 12; Force Whip (A) DX+2 [8] - 14; Hiking (A) HT+1 [4] - 13; Innate Attack (Beam) (E) DX+2 [4] - 14; Innate Attack (Projectile) (E) DX+2 [4] - 14; Intimidation (A) Will+0 [2] - 14; Judo (H) DX+0 [4] - 12; Karate (H) DX+0 [4] - 12; Literature (H) IQ+0 [4] - 11; Meditation (H) IQ+0 [4] - 11; Observation (A) Per+0 [2] - 12; Occultism (A) IQ+1 [4] - 12; Philosophy (Buddhism) (H) IQ+1 [8] - 12; Politics (A) IQ+1 [4] - 12; Public Speaking (A) IQ+1 [1] - 12*; Running (A) HT+0 [2] - 12; Savoir-Faire (Dojo) (E) IQ+1 [2] - 12; Savoir-Faire (High Society) (E) IQ+1 [2] - 12; Shield (Force) (E) DX+2 [4] - 14; Staff (A) DX+0 [2] - 12; Survival (Mountain) (A) Per+0 [2] - 12; Survival (Woodlands) (A) Per+0 [2] - 12; Swimming (E) HT+0 [1] - 12; Thaumatology (VH) IQ+3 [8] - 14†; Theology (Hinduism) (H) IQ+0 [4] - 11; Throwing (A) DX+1 [4] - 13.

Magical Realm Skills: Air (VH) IQ+4 [12] - 15†; Earth (VH) IQ+4 [12] - 15†; Fire (VH) IQ+4 [12] - 15†; Spirit (VH) IQ+4 [12] - 15†; Void (VH) IQ+4 [12] - 15†; Water (VH) IQ+4 [12] - 15†.

Starting Spending Money: \$20,000 (20% of Starting Wealth).

* Includes +2 from Charisma.

† Includes +3 from Magery.

Role-Playing Notes:

Adria has never gotten over the loss of her family, and has come to the conclusion that to prevent tragedy from happening again she has to take control of everyone else around her. Her lack of mind manipulation magic meant she feels she has to instill fear in those around her.

Design Notes:

1. Adria differs significantly from her canon counterpart, Adria the Witch, one of Mordo's minions. There was little on her background in the comics, and her powers just seemed like a lesser version of Mordo and Strange. Instead, I decided to make her of Tamil/Dravidian ancestry and focused on the five Hindu/Buddhist elements using universal energies, making her distinct from Strange's other adversaries.
2. The Magery price combines the price of an unmodified Magery 0 [5] with the modified Magery 3 (Solitary Ceremonial, +10%) [33]. It just looked wrong when placing the two on the sheet together.
3. Adria would probably work better using Quintessence from *The Fifth Attribute (Pyramid #3/120: Alternate GURPS V)*. However, I didn't want to introduce it this far into the project, as it'd possibly require a reworking of characters *not* typically involved in the mystical side of the Marvel universe who still occasionally get involved (such as Spider-Man, the Panther, and Wolverine, to name a few). I figure Adria would have a QN and QP of 14.

AGGAMON

Villain

Real Name: Aggamon.

Occupation: Dictator, interdimensional gem dealer.

Identity: Aggamon's existence is unknown to the general populace of Earth.

Legal Status: Ruler of the Purple Dimension.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Ruler of the Purple Dimension.

Base of Operations: The Purple Dimension.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History: Aggamon's history is unknown. It is known that he rules an extradimensional realm called the Purple Dimension, which is a mystic realm rich in gems, particularly gems in various shades purple. (Whether these gems are chemically similar to similar gems found on Earth – such as amethysts and jasper stones – is currently unknown.) Aggamon – or mages in his employ – is known to occasionally enchant gems to serve as gateways to his dimension, pulling anyone in their vicinity across the dimensions. Aggamon then enslaves these poor souls, sending them into his mines.

One such gem is known to have recently come into the possession of Dr. Stephen Strange, the new Sorcerer Supreme of Earth, although the circumstances of this acquisition are as yet unrevealed (see *Doctor Strange*). While he was studying the gem's mystic properties, Strange inadvertently triggered its enchantment which drew his fellow mystics Wong and Victoria Bentley into it (see *Bentley, Victoria; Wong*). To save them from the fate of other luckless visitors, Strange entered the Purple Dimension himself and bargained for their freedom, trading his own freedom for theirs. As soon as Wong and Bentley were returned to Earth, Strange broke free of Aggamon's shackles and duelled the tyrant for hours, pitting Strange's Amulet of Agamotto against Aggamon's gem-enhanced mystic energy rays. Aggamon was forced to break off the combat when faced with the choice between survival or mutually assured destruction. Strange then revealed that he had cast a spell preventing the restoration of Aggamon's energy unless he freed the rest of his slave force, which Aggamon reluctantly did. (Strange was bluffing.)

Aggamon has most recently been seen viewing Earth through a scrying gem for suitable slave labor.

Height: 6' 6".

Weight: 240 lbs.

Eyes: Green

Hair: None.

Skin: Green

Other Distinguishing Features: Aggamon possesses three fingers on each hand (including an opposable thumb). It is unknown if he likewise has three toes on each foot.

Uniform: Two-tone brown short-sleeved tunic with a lighter brown (sometimes red) V from the neck to mid-chest; brown trousers, black boots, purple bracers, black belt.

Strength Level: Aggamon appears to possess strength equal to that of a human man of his height and build who engages in moderate exercise.

Known Superhuman Powers: Aggamon is a sorcerer who is skilled at using a number of feats. He has been shown creating mental illusions, opening transdimensional gates, scrying locations on Earth, and creating beams of energy. His magic comes both from his own energy and from the ambient magic of the Purple Dimension. He has not been seen using magic without a gem, so it is possible his magic requires using the gems he has minded as foci.

Aggamon has not been shown calling upon other extradimensional entities for power; he has also not been called upon for power himself by mortal sorcerers.

Paraphernalia: Aggamon has access to a number of magical gems his slaves have mined, most of which have mystic properties and can be used as weapons or foci for casting. Many of the larger gems can be used as traps; at least one is reputed to drain magic from



members of the Faltine race.

Servants: The Purple Dimension is patrolled and guarded by an unrevealed number of warriors armed with weapons which can be used as polearms and can fire beams of magical energy. In addition, he rules over thousands if not millions of slaves drawn from Earth and other dimensions.

986 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 13 [0] **Move:** 6 [0]

IQ: 13 [60] **Per:** 13 [0]

HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d/2d-1 **BL:** 34 lbs.

Dodge: 9 **Parry:** 9 **DR:** 0

Languages: Dark Dimensional (Native) (Native Language) [0]

Cultural Familiarities: Netherworlds (Native) [0].

Advantages: Compartmentalized Mind 1 (Limited: Powers Only, -5%; Mentalism, -10%; No Mental Separation, -20%) [33]; Energy/3 [60]; Energy Reserve (Magical) 30 [90]; Illusion/5 [50]; Increased Threshold 30 [150]; Magery 0 [5]; Magery 5 (Gadget/Breakable: DR 3, SM -7, -20%; Gadget/Can Be Stolen: Quick Contest of DX or ST, -30%) [25]; Safer Excess (+1 per 20 pts) [20]; Space/3 [60]; Status 8 [25*]; Unaging [15]; Wealth (Multimillionaire 4) [150]; Xeno-Omnilingual (Magical, -10%) [72].

Disadvantages: Callous [-5]; Cowardice (12) [-10]; Greed (9) [-22]; Hidebound [-5]; Low Pain Threshold [-10]; Necromantic Taint -2 [-6]; Unfit [-5].

Quirks: Chauvinistic [-1]; Cruel [-1]; Overweight [-1]; Proud [-1]; Vindictive [-1].

Skills: Accounting (H) IQ-1 [2] - 12; Administration (A) IQ+0 [2] - 13; Alchemy/TL3+5^ (VH) IQ+2 [16] - 15; Beam Weapons/TL3+5^ (Pistol) (E) DX+0 [1] - 12; Beam Weapons/TL3+5^ (Projector) (E) DX+0 [1] - 12; Beam Weapons/TL3+5^ (Rifle) (E) DX+0 [1] - 12; Brawling (E) DX+0 [1] - 12; Connoisseur (Gems) (A) IQ+2 [8] - 15; Fortune-Telling (Crystal Gazing) (A) IQ+0 [2] - 13; Hidden Lore (Netherworlds) (A) IQ+1 [4] - 14; Innate Attack (Beam) (E) DX+2 [4] - 14; Interrogation (A) IQ+0 [1] - 13†; Intimidation (A) Will+3 [12] - 16; Jeweler/TL3+5^ (H) IQ+1 [8] - 14; Leadership (A) IQ+0 [2] - 13; Merchant (A) IQ+1 [4] - 14; Observation (A) Per+1 [4] - 14; Occultism (A) IQ+0 [2] - 13; Polearm (A) DX+0 [2] - 12; Propaganda/TL3+5^ (A) IQ+0 [2] - 13; Public Speaking (Rhetoric) (E) IQ+1 [2] - 14; Thaumatology (VH) IQ+7 [16] - 20‡; Throwing (A) DX+0 [2] - 12; Wrestling (A) DX+0 [2] - 12.

Realm Skills: Energy (VH) IQ+7 [16] - 20‡; Illusion (VH) IQ+7 [16] - 20‡; Space (VH) IQ+7 [16] - 20‡.

Starting Spending Money: \$4,000,000,000 (20% of Starting Wealth).

* Includes +3 from Wealth.

† Defaulted from Intimidation.

‡ Includes +5 from Magery.

Role-Playing Notes:

Two words define Aggamon: "greedy" and "cowardly". When faced with the possibility of death or injury, he will always surrender instead of continuing the fight.

Design Notes:

1. The Tech Level of the Purple Dimension, like most of the Far Realms/Netherworlds, is difficult to determine because of their heavy reliance on magic instead of technology. At this time, the general thrust is being considered as TL3+5^, with magic items that do roughly the same thing as modern-day TL8^ technology, diverging from or independently developing a TL3 base without magic. Until further notice, this TL will be considered as the base of the Far Realms/Netherworlds such as the Dark Dimension of Domammu.
2. The Purple Dimension, like most of the Netherworld dimensions (including the Dark Dimension of the dread Dormammu), is a "place of power" where ecocentric magic is easier to perform than on Earth.

Real Name: Unrevealed.

Occupation: Sorcerer, former warrior monk.

Identity: The general public of Earth is unaware of the Ancient One's existence.

Legal Status: Citizen of China with no known criminal record.

Other Aliases: Sorcerer Supreme (former).

Place of Birth: A small village in Tibet, China.

Marital Status: Unrevealed, but presumably either single or widower (possibly several times over).

Known Relatives: None.

Group Affiliation: Mentor to Karl Mordo and Doctor Strange, member and later leader of an unnamed order of Buddhist sorcerer monks.

Base of Operations: Tibet, China.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #1.

History: The origins of the sorcerer now known as the Ancient One are presently unknown. It is known that he has lived for several centuries, apparently since the time of Kublai Khan, whom he claims to have personally met as a youth. What is known is that he used a spell in his youth to greatly extend his lifespan, although he claims the cost was not worth it. So far, he has not given any details.

In his youth, the man who would become the Ancient One sought out an order of mystic monks in order to learn from them. This order was dedicated to preventing the invasion of the Earth by the extradimensional being Dormammu, the evil tyrant of the so-called Dark Dimension who is composed of pure magical energy (see *Dormammu*; *Appendix: Other Dimensions: Dark Dimension*). The future Ancient One graduated after a century and a half to being the leader of the order, in recognition of his formidable magical prowess and his age. Over the centuries, however, the order dwindled until only a handful of monks were left.

Now an ancient, wizened old man, the Ancient One started looking for an heir, and surreptitiously cast a spell that would draw those with great potential for wielding magic but who were untrained in the mystic arts to him. The first was Baron Karl Mordo, an ambitious Austrian nobleman who sought power for its own sake (see *Baron Mordo*). The Ancient One accepted Mordo as a disciple in order to rehabilitate or at worst restrain him. The second to arrive, a few years later, was Dr.

Stephen Strange, an American neurosurgeon who had recently lost fine motor control in his hands, preventing him from wielding a scalpel (see *Doctor Strange*). Mordo had at this point planned to kill the Ancient One, and Dr. Strange's arrival at the Ancient One's abode had given him what he felt was the perfect scapegoat. The Ancient One, well aware of Mordo's ambition, was able to turn Mordo's plan against him and immobilize the younger man by the time Strange came to warn him. The Ancient One then accepted Strange as a disciple, and Mordo left the Ancient One that same day.

The Ancient One has recently passed his position of Sorcerer Supreme of Earth to Doctor Strange and gone into what Strange has referred to as "retirement". He (probably rightfully) believes he has less than a century left to live, and is content to live those years in peace. He will occasionally consent to give advanced magical training to those he feels are worthy, usually those who have shown to have pure (or at least good-intentioned) hearts and some skill at wielding magical forces already. He has recently turned away Doctor Doom when the latter sought to increase his own magical knowledge (see *Doctor Doom*).

Height: 4' 10"

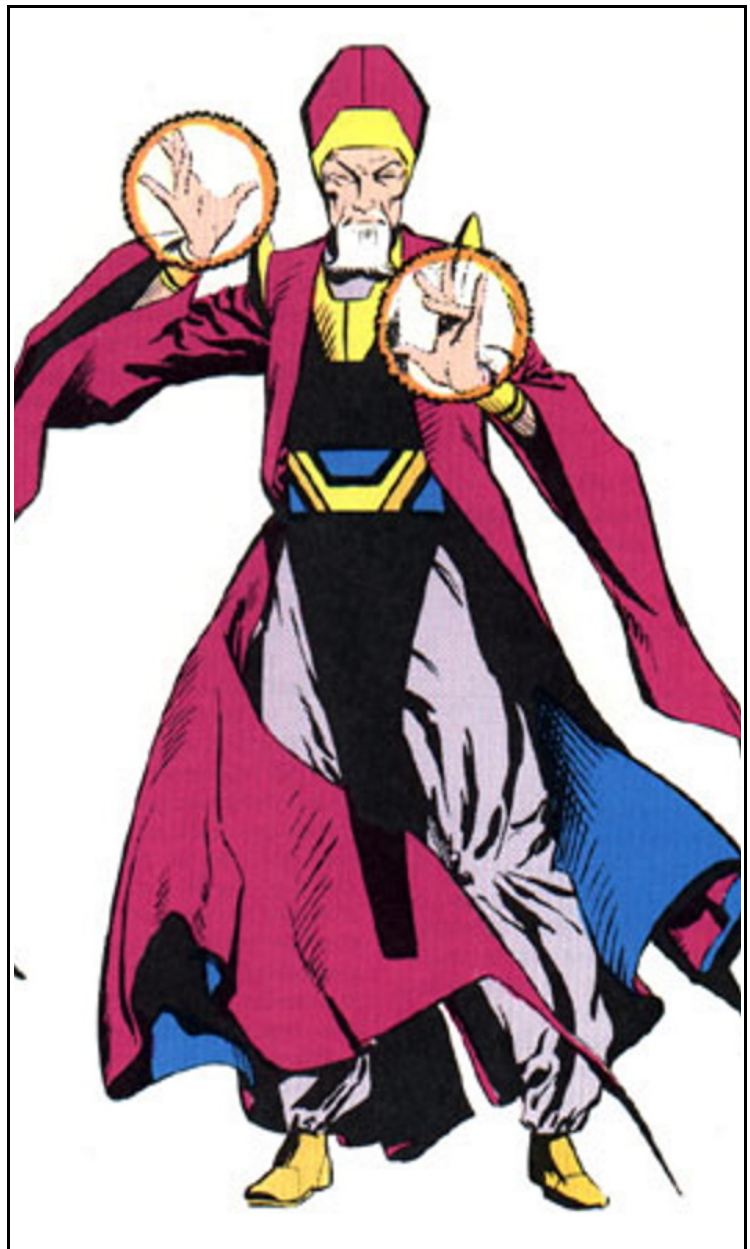
Weight: 95 lbs.

Eyes: Brown.

Hair: White, formerly black.

Uniform: Loose brown robes.

Strength Level: In his prime, the Ancient One possessed the normal human strength of a man his age, height, and build who engaged in intensive regular exercise. In his present state, he possesses the normal human strength of a man his age, height, and build who



engages in very little exercise.

Known Superhuman Powers: The Ancient One is one of the world's foremost wielders of arcane magics. Strictly speaking, the Ancient One and other human sorcerers do not have superhuman powers; only the ability to manipulate mystical energy lies within an Earth-born sorcerer, not the energy itself. Theoretically, any Earth human being can tap into an infinite amount of mystical energy. However, each person is limited by his own amount of training, discipline, knowledge, and enlightenment as to the mystical arts. As the former Sorcerer Supreme of Earth, the Ancient One possesses a greater knowledge and mastery of the arts than almost anyone else on Earth; it is believed he passed almost all of his knowledge to his latest disciple, Doctor Strange. He was born with a great talent for sorcery, and he has fulfilled that potential through long years of study and training.

The Ancient One's magic, like that of other magicians, is derived from three major sources: personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally powers gained through invoking entities or objects of power existing in mystical dimensions tangential to his own. The latter means of power is usually gained through the recitation of spells; either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. In his prime, he also employed a number of occult power objects which he wields by mental control; most of these artifacts he has either destroyed or passed on to Doctor Strange.

To begin with his personal powers, the Ancient One has mastered the art of astral projection, the mental ability to separate the astral self – the sheath of the soul, or the life essence – from his physical self, and in this form traverse through space unbounded by the physical laws but fully retaining human consciousness. This form is invisible, intangible, and incapable of being harmed except through the most rigorous of mystical means. The astral form only possesses those magical powers residing in the sorcerer's mind: thought-casting, psychokinesis, etc. The Ancient One is of such mastery that in his prime he could remain in his astral form for up to 48 hours before there is corporeal deterioration of his physical body; his current limit is probably a lot less. The physical form is quite vulnerable to attack when the astral form is absent. If harm were to befall his physical form while he was in his astral form, he would be stranded in the wraith-like state. While the astral form is absent, the physical form remains in an inert, death-like trance.

Although the Ancient One also has the ability to mesmerize people to do his bidding, both in person and at a distance, he seldom employs his master over others' wills in so direct a way. He can cast his thoughts over short or vast distances in a manner virtually identical to telepathy. The entire Earth is within the reach of his mind, provided he knows where to contact the specific mind he is seeking. He can simultaneously communicate with up to a dozen minds at a time.

The Ancient One is also able to tap this universe's store of ambient magical energy and manipulate it for a variety of effects. He is able to form and hurl magical energy bolts with a high degree of potency and control. He is able to erect energy shields or screens with a high degree of imperviousness to both physical and magical damage. He is able to use local magical energy for the conjuration of small physical objects like money or rabbits, or for unusual luminescent effects. He is also able to transform one object into another, although the transformation only lasts for as long as he wills it.

Due to his centuries of activity as Earth's Sorcerer Supreme, the Ancient One has knowledge of a host of sorcerous spells and incantations invoking various extra-dimensional objects and beings of power. He is able to call upon these extra-dimensional power sources for very specific effects without taxing his own personal abilities.

Other Abilities: In his prime, the Ancient One was skilled at Shaolin Kung Fu. He retains much of the knowledge today, although he rarely utilizes it due to his failing health.

Paraphernalia: In the past, the Ancient One used the Amulet of Agamotto, which he has passed on to Doctor Strange (see *Doctor Strange: Paraphernalia*).

Dr. Strange: I don't understand. How am I supposed to hold the brushes?

Ancient One: That is between you and the brushes.

– Doctor Strange: Sorcerer Supreme (animated movie)

1,010 points

ST: 8 [-20] **HP:** 8 [0] **Speed:** 4.50 [0]

DX: 10 [0] **Will:** 14 [0] **Move:** 4 [0]

IQ: 14 [80] **Per:** 14 [0]

HT: 8 [-20] **FP:** 8 [0] **SM:** -1

Dmg: 1d-3/1d-2 **BL:** 13 lbs.

Dodge: 7 **Parry:** 8 **DR:** 0

Languages: Tibetan Chinese (Native) (Native Language) [0].

Cultural Familiarities: East Asian (Native) [0].

Advantages: Appearance (Attractive) (Impressive, +0%) [4]; Charisma 4 [20]; Claim to Hospitality (Other "White" Magicians) 2 [2]; Danger Sense [15]; Empathy [15]; Energy/3 [60]; Energy Reserve (Magical) 30 [90]; Extended Lifespan 3 (x8) [6]; Inner Balance 4 [60]; Magery 3 (Solitary Ceremonial, +10%) [38]; Matter/3 [60]; Mind/3 [60]; Pitiable [5]; Reputation (Former Sorcerer Supreme) 4 (All the Time; Small Class: Other Sorcerers) [6]; Social Regard (Venerated) 3 [15]; Space/3 [60]; Spirit/3 [60]; Time/3 [60]; Trained By A Master [30].

Perks: Autotrance [1]; Covenant of Rest [1]; Honest Face [1]; Style Familiarity (Shaolin Kung Fu) [1].

Disadvantages: Bad Back (Mild) [-15]; Bad Sight (Nearsighted) (Mitigator: Glasses, -60%) [-10]; Charitable (12) [-15]; Chronic Pain

(Mild) (Freq: 9 or less; Interval: 1 hour) [-2]; Discipline of Faith (Mysticism) [-10]; Hidebound [-5]; Low TL -4 [-20]; Pacifism (Cannot Harm Innocents) [-10]; Post-Combat Shakes (6) [-10]; Wealth (Poor) [-15].

Quirks: Always Gives the Vaguest Possible Answer to Questions [-1]; Ethnic Diet [-1]; Likes Tea [-1].

Skills: Acrobatics (H) DX+0 [4] – 10; Animal Handling (Equines) (A) IQ-1 [1] – 13; Artist (Calligraphy) (H) IQ+2 [12] – 16; Artist (Illusion) (H) IQ-2 [1] – 12; Autohypnosis (H) Will+5 [8] – 19*; Body Control (VH) HT+4 [8] – 12*; Breath Control (H) HT+6 [12] – 14*; Broadsword (A) DX+2 [8] – 12; Esoteric Medicine (H) Per+1 [8] – 15; Exorcism (H) Will+2 [8] – 16†; First Aid/TL4 (E) IQ+1 [1] – 15‡; Hypnotic Hands (H) IQ+1 [8] – 15; Hypnotism (H) IQ+1 [8] – 15; Immovable Stance (H) DX+5 [8] – 15*; Judo (H) DX+0 [4] – 10; Karate (H) DX+0 [4] – 10; Kiai (H) HT+1 [8] – 9; Meditation (H) Will+5 [8] – 19*; Mental Strength (E) Will+7 [8] – 21*; Occultism (A) IQ+6 [24] – 20; Packing (A) IQ-1 [1] – 13; Philosophy (Buddhism) (H) IQ+0 [4] – 14; Poetry (A) IQ-1 [1] – 13; Polearm (A) DX+2 [6] – 12#; Pressure Points (Human) (H) IQ+4 [20] – 18; Pressure Secrets (Human) (VH) IQ+4 [20] – 18; Pressure Secrets (Human) (VH) IQ+0 [8] – 14; Ritual Magic (Sorcery) (VH) IQ+6 [20] – 20§; Savoir-Faire (Dojo) (E) IQ+0 [1] – 14; Spear (A) DX+2 [1] – 12#; Staff (A) DX+4 [16] – 14; Survival (Mountain) (A) Per-1 [1] – 13; Teaching (A) IQ+5 [20] – 19; Teamster (Equines) (A) IQ-1 [1] – 13; Thaumatology (VH) IQ+11 [40] – 25§; Veterinary/TL4 (H) IQ-2 [1] – 12; Weather Sense (A) IQ+1 [4] – 15.

Magical Realm Skills: Energy (VH) IQ+6 [20] – 20§; Matter (VH) IQ+6 [20] – 20§; Mind (VH) IQ+6 [20] – 20§; Space (VH) IQ+6 [20] – 20§; Spirit (VH) IQ+6 [20] – 20§; Time (VH) IQ+6 [20] – 20§.

Starting Spending Money: \$800 (20% of Starting Wealth)

* Includes +4 from Inner Balance

† Defaulted from Ritual Magic (Sorcery)

‡ Defaulted from Esoteric Medicine

Defaulted from Staff

§ Includes +3 from Magery

Role-Playing Notes:

The Ancient One has lived lifetimes, and has forgotten more about the world and magic than most people could dream of knowing. This makes him extremely patient, with a sense of humor that seems odd to others. Think of Yoda when he was introduced in *The Empire Strikes Back*, but without the reverse grammar speech patterns, and you'll be close.

The Ancient One is also tired of living, and having trained Doctor Strange to be his successor is preparing to spend his final decades in peace. Attempts to disturb him for advanced training will likely be refused. Despite this, he is still willing, albeit not eager, to enter danger should the Earth itself be threatened by extradimensional forces.

In combat, the Ancient One's patience is paramount to his strategy. He will Concentrate, Evaluate, or Aim for as long as the situation will permit before making an attack or releasing a spell. He will willingly sacrifice himself if it means saving the world from invasion.

KARATE

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
–	Karate Punch	1d-3 cr	C	8	–	–	8	
–	Karate Kick	1d-2 cr	C, 1	n/a	–	–	8	

Design Notes:

1. The Ancient One's Magery as listed above is intentionally lessened when compared to Doctor Strange. This reflects his decreasing raw power due to advanced old age and a lack of practical skill; he still retains the knowledge, reflected in the points spent in the magical realm skills, but his highly advanced age makes it increasingly more difficult to actually cast advanced spells.
2. The Magery price combines the price of an unmodified Magery 0 [5] with the modified Magery 3 (Solitary Ceremonial, +10%) [33]. It just looked wrong when placing the two on the sheet together.

ASMODEUS

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



ASTI THE ALL-SEEING

Non-Villain Antagonist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

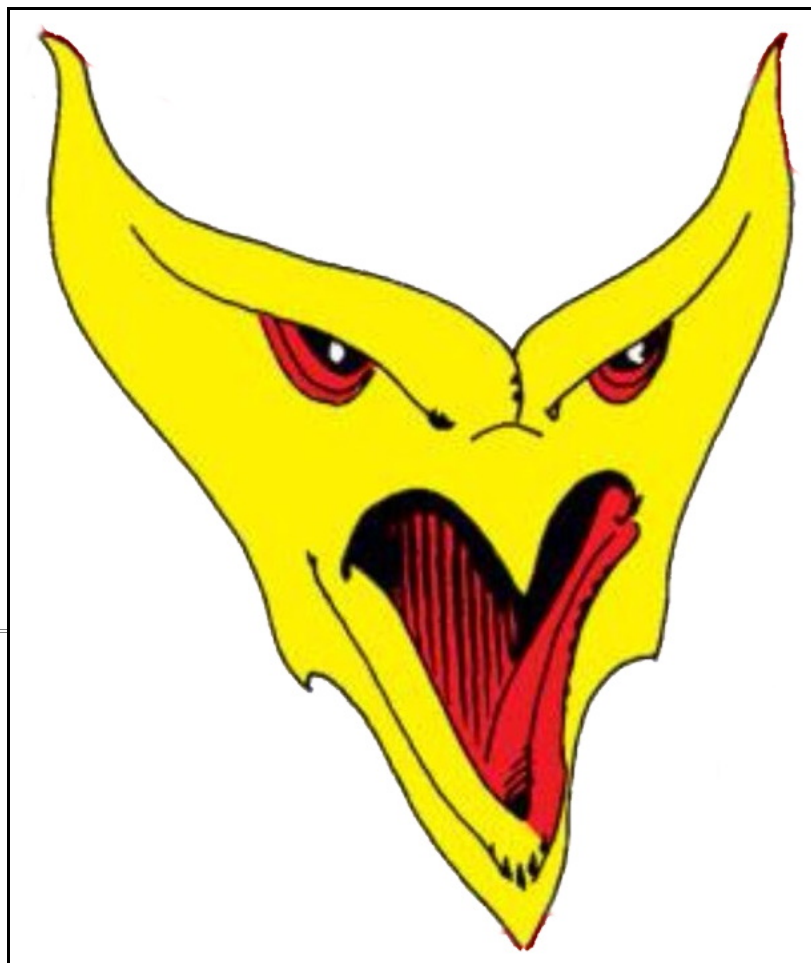
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



BELATHAUZER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes: ST ; DX ; IQ ; HT .

Secondary Characteristics: Dmg ; BL ; HP ; Will ; Per ; FP ; Basic Speed ; Basic Move ; Dodge .

Languages:

Cultural Familiarities:

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Magical Realm Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



BENTLEY, VICTORIA

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

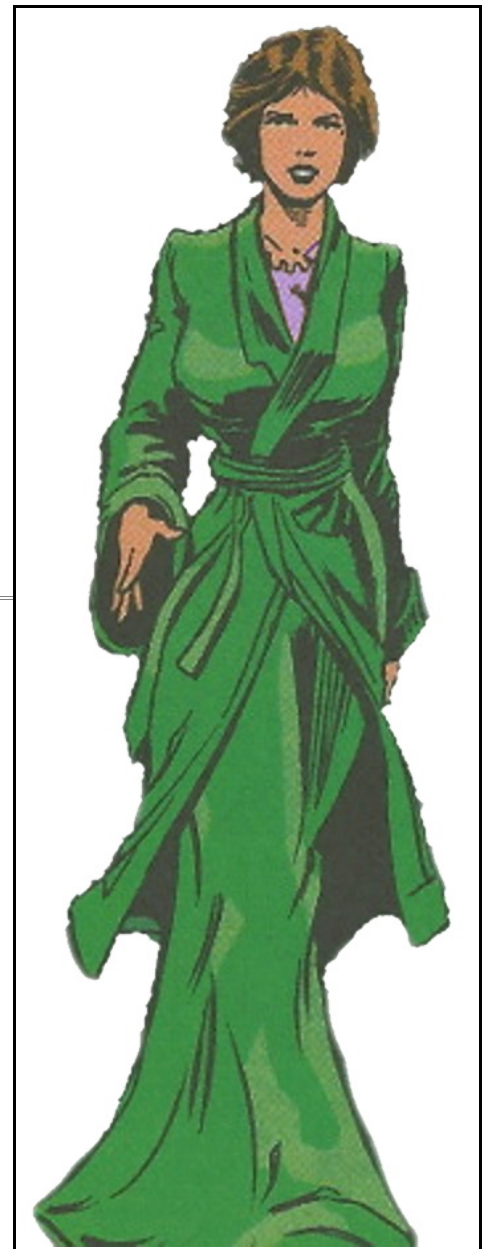
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



BLACK, CYRUS

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



BLACK TALON

Villain

Real Name: Unrevealed.

Occupation: Cult leader, drug supplier.

Identity: Secret.

Legal Status: Citizen of the United States (Puerto Rico) with no criminal record.

Other Aliases: The Living Loa, "Chicken-head".

Place of Birth: Presumably somewhere in Puerto Rico.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Head of his own voodoo cult.

Base of Operations: A sugar/cocaine plantation in Puerto Rico.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: The history of the drug supplier and cult leader known as the Black Talon is currently unrevealed. At some point in the past, he learned the art of voodoo and put that talent to work in raising zombies to work a farm – in reality a Colonial-era plantation he either inherited or acquired – where he grew marijuana and coca plants alongside sugar cane (the plantation's legitimate crop). At the same time, he began a cult of voodoo worshippers who revered him as a "living loa" (the "loa" being the spirits or gods – the line between them is often blurred – invoked by voodoo practitioners.). In time, he became one of the largest suppliers of marijuana and cocaine in the Caribbean, with contacts in Miami, Havana, San Juan, and New Orleans.

Black Talon's operations first came into conflict with the current generation of superheroes when a rocket launched by NASA carrying a payload of a powerful nerve gas to be disposed of by being sent into the sun was sabotaged and landed off the coast from his plantation. This brought him into conflict with Captain Marvel, who was under orders from his superior, Colonel Yon-Rogg, to release the nerve gas on a human settlement (see *Captain Marvel*; *Yon-Rogg*). Black Talon found out about the nerve gas and sent his zombies to retrieve it, intending to use it on a nearby town to use their corpses to expand his operation. During the scuffle, the nerve gas was released on the plantation, and Captain Marvel convinced Black Talon to mentally order his zombies to fall over as if affected by it. To do so, the Captain indicated that he'd owe Black Talon a favor to be collected at a later date.

Some time later, Black Talon encountered Doctor Strange and Brother Voodoo as they were investigating a rash of voodoo-related murders (see *Brother Voodoo*; *Doctor Strange*). Following this confrontation, he was rendered comatose by Brother Voodoo. He has recently recovered from this coma and has begun plotting his revenge against the houngan.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

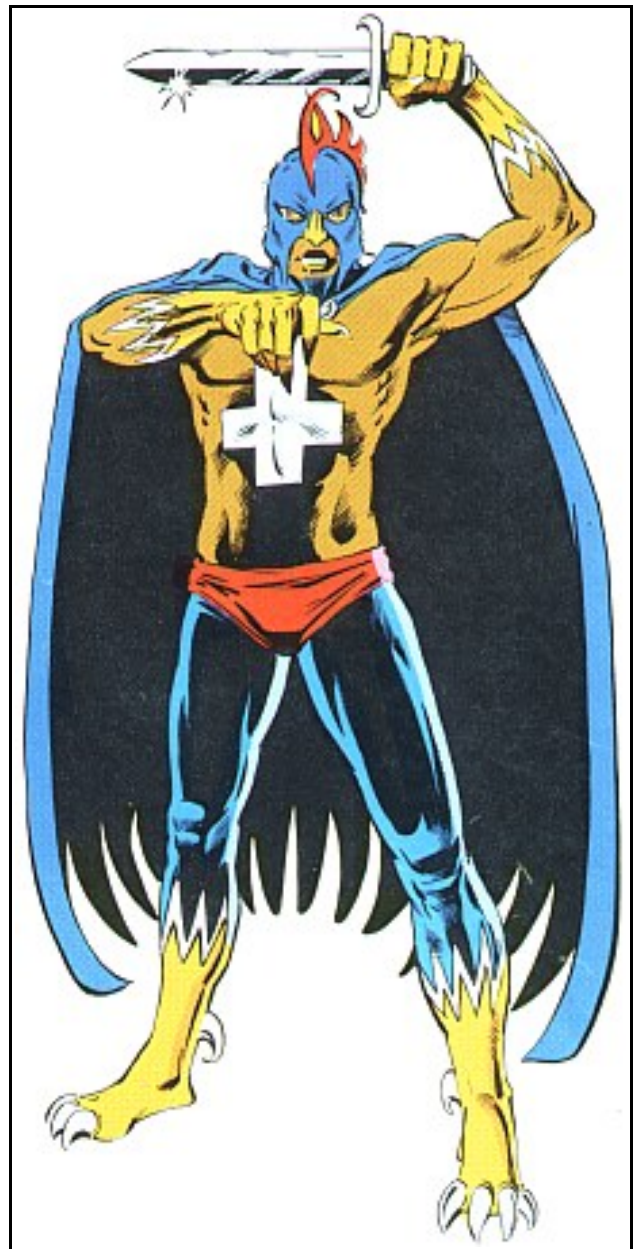
Hair: Black.

Uniform: Black leggings, yellow gloves with white trim, yellow boots with white trim patterned like chicken feet, blue-black cloak, blue-black loose cowl with a red rooster crest and yellow nose. White upside-down cross painted on his bare chest.

Strength Level: Black Talon possesses the normal human strength of a man his age, height, and build who engages in moderate exercise.

Known Superhuman Powers: Black Talon is a skilled practitioner of the mystic arts of Voodoo. Among his most common feats are the raising of the dead as zombies under his control; mentally contacting, healing, or causing a person pain through use of a wax or plastic doll fitted with a piece of his target's hair or a drop of blood; and summoning the loa (voodoo spirits/gods) for various effects.

Weapons: Black Talon has access to a number of conventional firearms and AIM pulse laser weapons, many of which he equips his more intact zombies with for security around his plantation. He also carries a silver-coated short sword for ritual purposes.



435 points

ST: 12 [20]	HP: 12 [0]	Speed: 5.75 [0]
DX: 11 [20]	Will: 14 [10]	Move: 5 [0]
IQ: 12 [40]	Per: 12 [0]	
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 8 **Parry:** 9 **DR:** 0

Languages: English (Accented) [4]; Spanish (Native) (Native Language) [0].

Cultural Familiarities: Latin American (Native) [0]; Western [1].

Advantages: Ally Group (Zombies; 5% of Starting Point Value; Group Size: 21-50; Minion, +0%; Non-Sapient, -0%) [6]; Body/2 [20]; Contact Group (Drug Smugglers; Effective Skill-12; Somewhat Reliable) (9) [5]; Favor (Captain Marvel, 150% Point Value) (9) [2]; Illusion/3 [30]; Magery 3 (Ceremonial Magery, -40%; Solitary Ceremonial, +10%) [25]; Spirit/4 [80]; Status 4 [15*]; Wealth (Filthy Rich) [50].

Perks: Intuitive Cantrip (Corpse Smart) [1]; Magical School Familiarity (Voodoo) [1]; Wizardly Garb [1].

Disadvantages: Compulsive Rhetoric (12) [-5]; Enemy (Law Enforcement) (9) [-20]; Greed (12) [-15]; Secret Identity (Imprisonment) [-20]; Selfish (9) [-7].

Quirks: Careful [-1]; Devout Believer (Voodoo) [-1]; Easily Riled (Don't Mock the Chicken Suit) [-1]; Holds Grudges [-1]; Rule-Breaker [-1].

Skills: Administration (A) IQ+0 [2] - 12; Artist (Illusion) (H) IQ+0 [4] - 12; Brainwashing/TL8 (H) IQ+0 [4] - 12; Brawling (E) DX+1 [2] - 12; Climbing (A) DX-1 [1] - 10; Current Affairs/TL8 (Politics) (E) IQ+0 [1] - 12; Farming/TL8 (A) IQ+1 [4] - 13; Fast-Talk (A) IQ+0 [2] - 12; First Air/TL8 (Human) (E) IQ+0 [1] - 12; Guns/TL8 (Pistol) (E) DX+1 [2] - 12; Herb Lore/TL8 (VH) IQ+0 [8] - 12; Hiking (A) HT-1 [1] - 11; Holdout (A) IQ+0 [2] - 12; Hypnotism (Human) (H) IQ+0 [4] - 12; Intimidation (A) Will+0 [2] - 14; Jumping (E) DX+0 [1] - 11; Knife (E) DX+0 [1] - 11; Leadership (A) IQ+2 [2] - 14†; Lifting (A) HT-1 [1] - 11; Mind Block (A) Will+0 [2] - 14; Naturalist (Earth) (H) IQ-2 [1] - 10; Observation (A) Per+0 [2] - 12; Pharmacy/TL8 (Herbal) (H) IQ+0 [4] - 12; Poisons/TL8 (H) IQ+2 [12] - 14; Public Speaking (A) IQ+2 [2] - 14†; Religious Ritual (Voodoo) (H) IQ+0 [4] - 12; Research/TL8 (A) IQ+0 [2] - 12; Running (A) HT-1 [1] - 11; Savoir-Faire (Mafia) (E) IQ+0 [1] - 12; Shortsword (A) DX+1 [4] - 12; Smuggling (A) IQ+1 [4] - 13; Streetwise (A) IQ+0 [2] - 12; Swimming (E) HT+0 [1] - 12; Throwing (A) DX-1 [1] - 10; Weather Sense (A) IQ+0 [2] - 12; Whip (A) DX+1 [4] - 12; Wrestling (A) DX+1 [4] - 12.

Magical Realm Skills: Body (VH) IQ+3 [8] - 15‡; Illusion (VH) IQ+1 [2] - 13‡; Spirit (VH) IQ+6 [20] - 18‡.

Starting Spending Money: \$400,000 (20% of Starting Wealth).

* Includes +1 level from Wealth.

† Includes +2 from Charisma.

‡ Includes +3 from Magery.

Role-Playing Notes:

Black Talon prefers to operate in relative obscurity, as far as his criminal drug enterprise is concerned. He actively tries to avoid getting involved in superhuman fights, and appeals to him as a businessman will often work better than threats of violence.

BRAWLING

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
-	Brawling Punch	1d-2 cr	C	9	-	-	12	
-	Brawling Kick	1d-1 cr	C, 1	n/a	-	-	12	
-	Brawling Bite	1d-2 cr	C	n/a	-	-	12	

SHORTSWORD

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
8	Silver-Coated Shortsword	1d+2 cut	1	9	\$480	2	8	[1, 2]
	or	1d imp	1	9	-	-	8	

Notes:

[1] Good Quality; price is $\times 0.4$ that of the values in the *Basic Set* and *Low-Tech*, due to being produced after TL6.

[2] Silver-Coated, price is $\times 3$ that of the values in the *Basic Set* and *Low-Tech*.

Design Notes:

1. The Magery price combines the price of Magery 3 (Ceremonial Magery, -40%; Solitary Ceremonial, +10%) [21] with Magery 0 (Ceremonial Magery, -40%; Solitary Ceremonial, +10%) [4]. It just looked wrong when placing the two on the sheet together.

BLESSING, MORGANA

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



BROTHER VOODOO

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



CAGLIOSTRO

Non-Villain Angatologist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

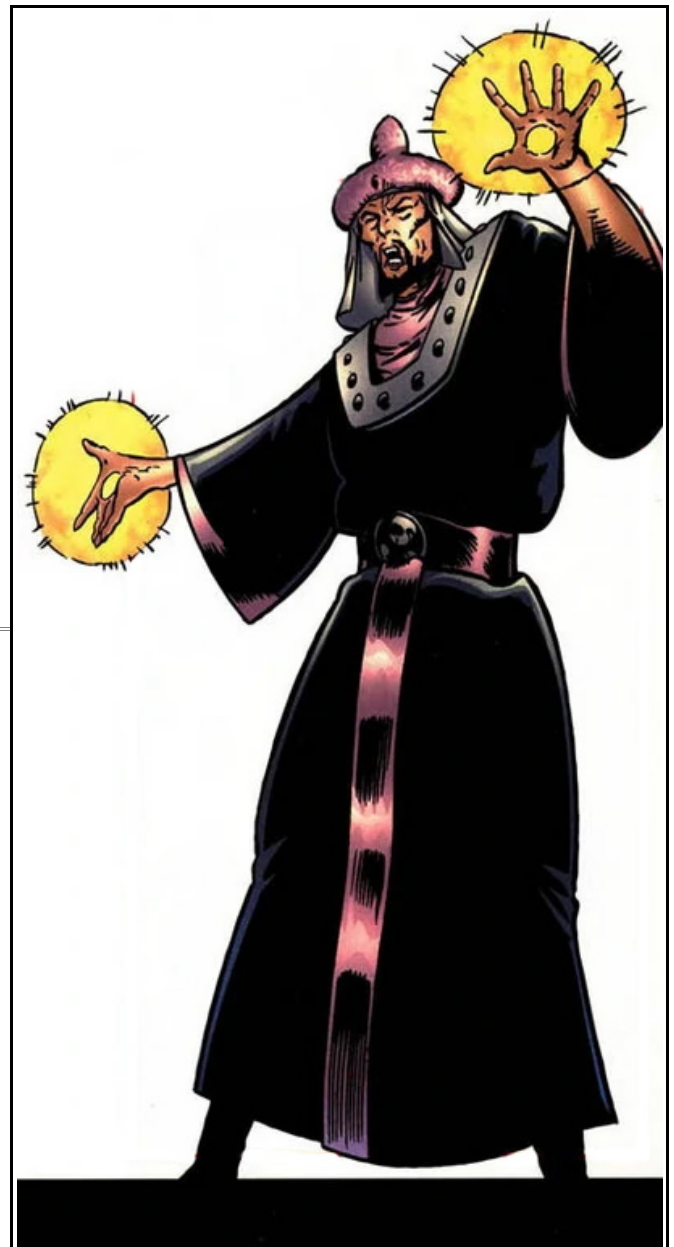
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



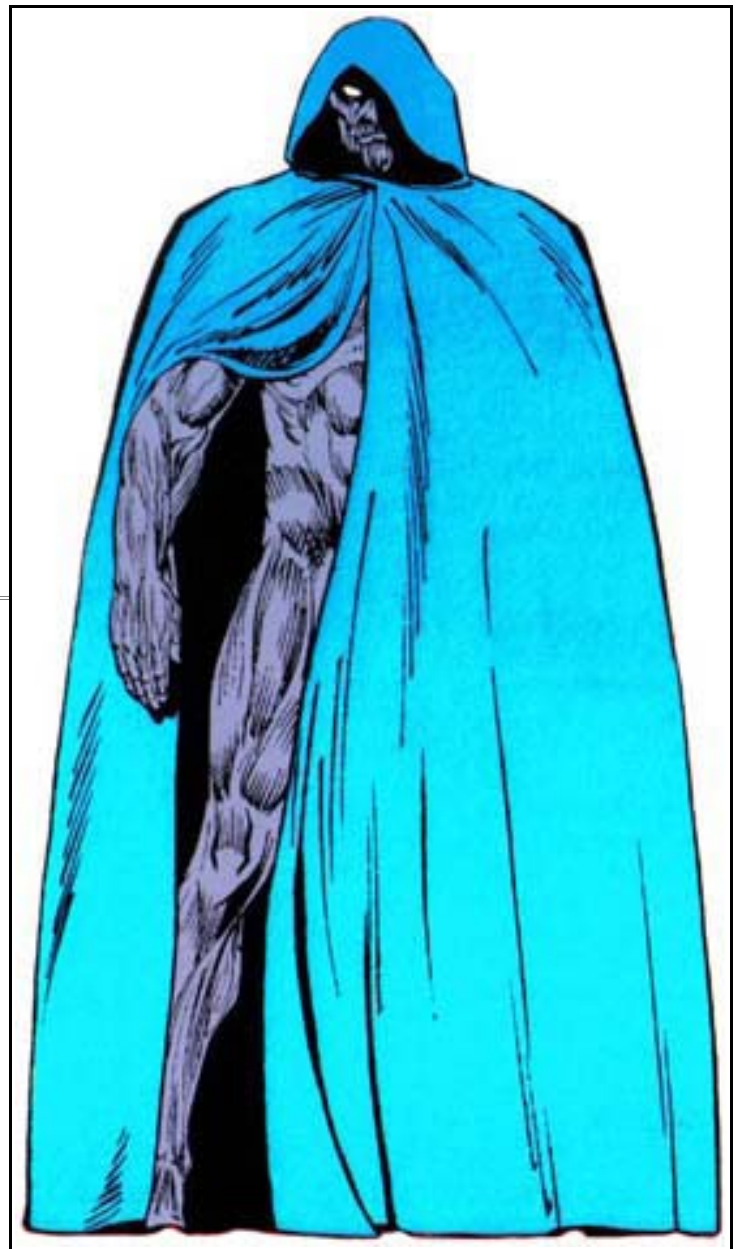
CHTHON

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance:
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

Stats: Don't worry about it!

Role-Playing Notes:



Real Name: Clea.

Occupation: Apprentice sorceress.

Identity: Clea uses no dual identity.

Legal Status: Princess of the Dark Dimension.

Other Aliases: None.

Place of Birth: The Dark Dimension.

Marital Status: Single.

Known Relatives: Umar (mother); Orini (father); Dormammu (uncle).

Group Affiliation: Apprentice of Doctor Strange; former apprentice of Orini.

Base of Operations: Doctor Strange's mansion in New York City; formerly the Dark Dimension.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History: Clea's full history is as yet unrevealed. However, it is known that she is the daughter of Orini, the most loyal disciple of Dormammu, the ruler of the Dark Dimension, and Dormammu's sister, Umar (see *Dark Dimension*; *Dormammu*; *Orini*; *Umar*). This essentially makes Clea an heir to the Dark Dimension's throne, should both Dormammu and Umar be deposed. A kind soul at heart, Clea has spent much time amongst the populace of the Dark Dimension, and feels personally responsible for them. At present, Clea is not aware that Umar is her mother, having been raised by her father.

It has been theorized that Clea is thousands of Earth years old; however, she appears to be a young woman in her mid-20s. She first encountered the Earth sorcerer Doctor Stephen Strange when he first ventured into the Dark Dimension, and was instantly attracted to him (see *Doctor Strange*). She soon discovered that her father and Dormammu considered Doctor Strange to be their enemy, although she wasn't entirely sure why. Clea aided Strange covertly at first, until Dormammu discovered her actions and banished her to another dimension.

As fate would have it, that other dimension was Earth's dimension. She appeared on Doctor Strange's doorstep, and was taken in by Strange's manservant, Wong, who is an adept sorcerer in his own right (see *Wong*). Strange agreed to become her mentor, and she and Strange swiftly began a romance which still continues.

Clea has since aided Strange in several of his adventures, proving to be a staunch ally.

Height: 5' 9".

Weight: 175 lbs.

Eyes: Blue.

Hair: Silver

Uniform: Purple long-sleeved leotard, black leggings with purple circular patterns, purple gloves, black shoes with a three-inch heel, light purple sash around her waist.

Strength Level: Clea's bone and muscle mass are denser than a human's, giving her greater strength than a human of her apparent age, height, and build would have. However, this strength is not superhumanly strong; Clea is only about one and a half times as strong as a normal human of her build who engages in moderate regular exercise.

Known Superhuman Powers: Clea is an adept sorceress whose half-Faltine nature gives her greater potential power with magical effects relating to energy – such as eldritch bolts – than Earth-born sorcerers. Like her mentor, Dr. Strange, Clea's magic is derived from three main sources: innate mental powers, ambient magical energies, and calling upon extradimensional entities for energy. Unlike human sorcerers, Clea can also generate magical power herself for various effects.

Clea is not as skilled yet in the magical arts as her mentor or her parents. This is mainly due to a lack of training than a lack of potential.

Other Abilities: Clea is an accomplished swordswoman.



582 points

ST: 12 [20]	HP: 15 [6]	Speed: 6.00 [5]
DX: 11 [20]	Will: 15 [10]	Move: 6 [0]
IQ: 13 [60]	Per: 13 [0]	
HT: 12 [20]	FP: 12 [0]	SM: 0

Dmg: 1d-1/1d+2 **BL:** 29 lbs.

Dodge: 9 **Parry:** 9 **DR:** 2* (tough skin)

Languages: Dark Dimensional (Native) (Native Language) [0]; English (Accented Spoken; Broken Written) [3].

Cultural Familiarities: Dark Dimension (Native) [0].

Advantages: Absolute Timing [2]; Appearance (Beautiful) [12]; Damage Resistance 2 (Limited: Crushing Damage, -40%; Tough Skin, -40%) [2]; Energy/3 [60]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 2 [4]; Magery 2 (Solitary Ceremonial, +10%) [27]; Magery 1 (One Realm Only: Energy, -40%) [6]; Matter/2 [40]; Mind/2 [40]; Space/2 [40]; Spirit/2 [40]; Status 7 [35]; Time/2 [40]; Unaging [15].

Perks: Autotrance [1]; High-Heeled Heroine [1].

Disadvantages: Charitable (12) [-15]; Enemy: Dormammu (Individual, More Powerful; Rival) (9) [-10]; Gullibility (15) [-5]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Denizens of the Dark Dimension) [-15]; Truthfulness (9) [-7]; Unusual Biochemistry [-5]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Careful [-1]; In Love With Dr. Strange [-1].

Skills: Artist (Illusion) (H) IQ-1 [2] - 12; Autohypnosis (H) Will+0 [4] - 15; Body Language (Dark Dimension Denizen) (A) Per+0 [2] - 13; Broadsword (A) DX+1 [4] - 12; Force Sword (A) DX+1 [4] - 12; Innate Attack (Beam) (E) DX+3 [8] - 14; Judo (H) DX-1 [2] - 10; Literature (H) IQ-2 [1] - 11; Meditation (H) Will+0 [4] - 15; Observation (A) Per+1 [4] - 14; Occultism (A) IQ+1 [4] - 14; Ritual Magic (Sorcery) (VH) IQ+1 [4] - 14*†; Savoir-Faire (High Society) (E) IQ+0 [1] - 13; Thaumatology (VH) IQ+1 [4] - 14*†.

Magical Realm Skills: Energy (VH) IQ+5 [16] - 18*‡; Matter (VH) IQ+2 [8] - 15*; Mind (VH) IQ+0 [2] - 13*; Space (VH) IQ+2 [8] - 15*; Spirit (VH) IQ+2 [8] - 15*; Time (VH) IQ-1 [1] - 12*.

Starting Spending Money: \$2,000 (20% of Starting Wealth).

* Includes +2 from Magery.

† Conditional +1 from Magery (One Realm Only: Energy) when dealing with the Energy Realm or its sub-Realms.

‡ Includes +1 from Magery (One Realm Only: Energy)

Role-Playing Notes:

Design Notes:

1. The Magery 2 price combines the price of an unmodified Magery 0 [5] with the modified Magery 2 (Solitary Ceremonial, +10%) [22]. It just looked wrong when placing the two on the sheet together. In the Marvel Universe, it is possible to increase one's Magery level through study.
2. Clea's One-Realm Only Magery is due to her half-Faltine nature. For the Energy Realm and any of its sub-realms (Electricity, Fire, etc), treat her as having Magery 3 instead of Magery 2.
3. I am uncertain as to how to classify the Dark Dimension's tech level, as it lies too far outside the standard tech level progression to properly gauge due to the overwhelming prevalence of magic. Because of this, I have not adjusted Clea's native Tech Level at all.

DAKIMH THE ENCHANTER

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

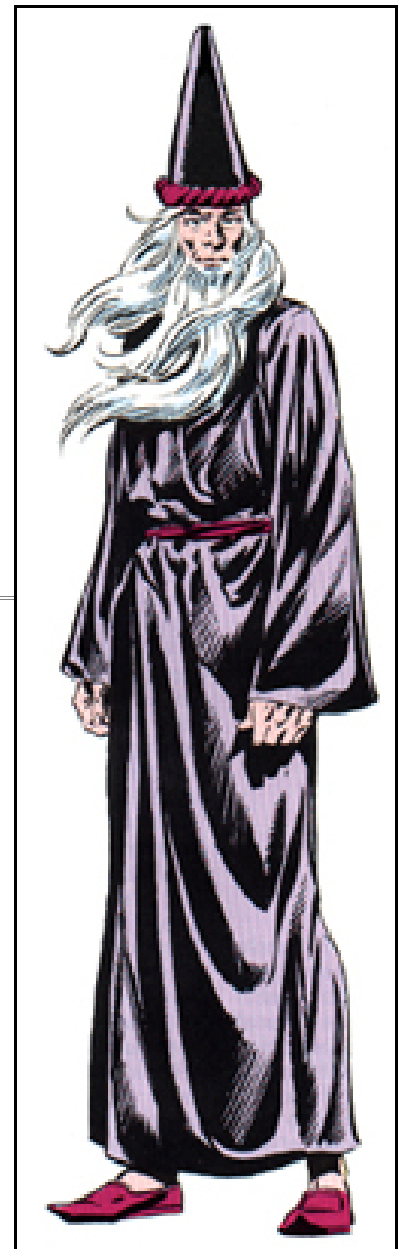
Techniques:

Starting Spending Money:

Role-Playing Notes:

Dakihm is perhaps *the* oldest living person on the planet, having lived over 20,000 years. This has granted him near-infinite patience and a unique perspective on the world around him.

Dakihm is not normally suited for use as a PC; he's basically Gandalf to Jen Kale's Bilbo, Frodo, or Pippin. As such, he makes a good Patron or Ally for a PC group.



First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

Game-Mechanical Details

Demons come in a wide range of entities, varying in power from minor physical beings with the barest magical power to some of the most powerful entities entreated by sorcerers for power.

The first kind of demon are known as Elder Gods, and include the Elderspawn as well. Over a billion years ago, the primeval Demiurge (quite possibly related to the Phoenix Force) seeded the Earth, causing the first Earth-native beings of power to spontaneously spawn from the soil. These beings included the four primary Elder Gods – Gaea, Chthon, Set, and Oshtur – as well as many others (see *Chthon*; *Gaea*; *Oshtur*; *Set*).

Set and Chthon discovered means of gaining power by consuming other life forms (a practice known as necromancy or black magic), and with other Elder Gods who listened to their teachings proceeded to consume most of the other Elder Gods. This practice caused most of the Elder Gods to degenerate into demons. Gaea mated with the Demiurge and gave birth to the Demogorge; the Demogorge proceeded to destroy or consume the demonic Elder Gods; only Chthon and Set survived this purge by fleeing to pocket dimensions. Gaea and Oshtur, because they had refused to engage in necromantic arts, likewise were permitted by the Demogorge to remain.

Gaea soon merged her essence with that of Earth. She then mated with the Demogorge, giving birth to a number of other gods. In this manner, Gaea eventually became the progenitor of the pantheons of gods that have been worshipped by mortals, including but not limited to the Aesir and Vanir of Scandinavia, the Olympian gods of the Aegean, the Annunaki of ancient Mesopotamia, and the Heliopolitan gods of ancient Egypt (see *Asgardians*; *Olympian Gods*). After a time, Oshtur decided to explore the universe and left Earth.

Other Elder Gods besides those four exist. Hoggoth of the Vishanti is believed to be an Elder God of the Kree (see *Kree*; *Vishanti*). Ymir and Surtur of the Asgardians are also Elder Gods, having formed independently of the Elder Gods of Earth in Nifflheim and Muspelheim respectively (see *Surtur*; *Ymir*).

Other known Elderspawn are: Agamoto, Earth's first Sorcerer Supreme and son of Oshtur; Tiamat, daughter of Set and co-progenitor of the Annunaki; and the N'Garai, the Other, and the Dwarf, spawn and agents of Chthon (see *N'Garai*).

Each Elder God is said to have a role or personality that affects the grand scheme. Gaea creates and nurtures; Set consumes. Oshtur teaches white magic, marveling at and delighting in the unpredictability of mortals; Chthon teaches black magic, marveling at and upset by the unpredictability of mortals.

Game-Mechanical Details

There are dozens if not hundreds of species of demons found in various Hell dimensions, from the classic imps and succubi to the various demons described in literature, role-playing games, and computer games. It is recommended for GMs wishing to have demons as a regular occurrence in their games to use *Dungeon Fantasy Monsters 5: Demons* to help develop them. Vulnerability to Iron (including the organic steel of various characters with Body of Metal!) is a common Disadvantage among Marvel demons, though this is not an absolute.

Demons may be magic users, primarily using ecocentric and necromantic magic, but again, this varies by the type of demon and occasionally by individual demon (see *Appendix: Magic*). For a canon example, the demons of Belasco's Limbo – with the exception of N'astirh – including Belasco's and Illyana's chief enforcer S'ym are primarily physical brutes, while N'astirh was a rare sorcerer demon. In essence, the Hell Lords and chief demons of extradimensional origin are magicians, while their underlings tend not to be; a magic-using "lesser" demon is probably going to be a noteworthy NPC, rather than one of the nameless hordes.

Surtur cleanses with fire; Ymir dies so that life may thrive, only to constantly be recreated. And Hoggoth protects.

The second kind of demon, the Hell Lords and their kin, also originated on Earth, but come from later generations. When the Demogorge was done destroying or consuming the Elder Gods, he attempted to replicate the Demiurge's feat of seeding the planet with additional life. However, because it had consumed malevolent and parasitic beings in the course of its duties, the energy is spread about was "tainted". As a result, most of this second group arose as demons, although a few rose as gods. Most of these eventually left Earth to various other dimensions (typically Hell dimensions).

Chief among these demons are the demons presently known as Mephisto, Lucifer, Satannish, and Lilith; lesser demons are either born/created from these or are gods who have degenerated into demons (see *Lilith (Demon)*; *Mephisto*; *Satan*; *Satannish*). Many of these Hell Lords, as they are referred to in a group, have claimed to be the Judaeo-Christian "Devil", although whether any of them are in fact *the* Devil rather than taking advantage of human belief is unknown. Other Hell Lords have posed as gods of death such as Hades and Hela, tarnishing the reputations of these gods among mortals (see *Hades*; *Hela*). In addition, various magical principalities such as Ikonn, Cyttorak, and Watoomb are believed to come from the second spontaneous generation who never degenerated into demons, although this is as yet unconfirmed.

A third type of demon has no immediately apparent connection to Earth, originating in mystic dimensions far from Earth. These demons include but are not limited to Nightmare, Dormammu, Aggamon, Tiboro, and the Mindless Ones (see individual entries). Like the Hell Lords, these demons often have lesser demons serving them, although most have mortal servants as well.

Various entities that claim to be the Judaeo-Christian "God" and angels that serve them also exist, although like the Devil, it is unknown whether any of these are in fact *the* God or just impostors taking advantage of or encouraging human belief. If the Judaeo-Christian God does in fact exist, he (or she) is possibly either a surviving Elder God or is one of the later generations of gods. Some demons are known to be angels who have degenerated into a demonic status; more rarely, some angels may be demons who purged themselves of their demonic taint.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #1.

DOCTOR STRANGE

Hero

Real Name: Dr. Stephen Strange.

Occupation: Surgeon (retired), author, occult expert.

Identity: Publicly known, although the general public does not believe that Doctor Strange has magical powers.

Legal Status: Citizen of the United States with no criminal record.

Other Aliases: Sorcerer Supreme.

Place of Birth: Philadelphia, Pennsylvania.

Marital Status: Widower.

Known Relatives: Jessica (wife, deceased).

Group Affiliation: None.

Base of Operations: Greenwich Village, New York City.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #1.

History: Dr. Stephen Strange was a brilliant surgeon who suffered two losses in a car wreck caused by a drunk driver. The first loss was that of fine motor control of his hands, which negatively affected his ability to perform surgery. The second and more tragic loss was that of his wife Jessica, who was in the passenger seat of the couple's luxury sedan when it was hit. Compounding the loss was the inability of modern medicine to repair the damage done to his hands. Distraught, Stephen retired from the medical profession.

Unable to cope with the loss of both his wife and his medical career, Stephen fell into a deep depression. At the urging of a friend from the hospital he used to work at, Stephen traveled to the Orient, seeking to learn meditative techniques that would help stabilize his hands. After studying at a few monasteries in Taiwan, Japan, and finally mainland China, he was told of an ancient mystic in Tibet who was known to work miracles in healing. Skeptical, but with little left to lose, Strange traveled to Tibet.

In Tibet, Strange was guided to a small temple dug into a mountainside. There, he met the master of the temple, an old, wizened man known only as the Ancient One, and his apprentice, a German aristocrat by the name of Karl Amadeus Mordo (see *Ancient One*; *Baron Mordo*).

Upon learning why Strange had sought him out, the Ancient One offered to make Strange his apprentice in magic. Not believing in magic, but not wishing to offend the temple's master, Strange politely refused, but did offer to stay to help out as best he could. As a massive snowstorm was brewing outside the temple, the Ancient One accepted this offer, stating that the apprenticeship would remain open if Strange changed his mind.

While at the temple, Strange discovered that Mordo intended to kill the Ancient One. Worse, he discovered that Mordo intended to frame him for the murder, as his arrival at the temple had given Mordo a scapegoat. Before Strange could inform the Ancient One of this plot, Mordo used his already formidable sorcerous might to encase Strange in a set of mystic shackles which prevented him from moving or speaking.

Without realizing he was doing so, Strange managed to tap into the ambient mystical forces in the temple to aid in freeing himself. Once freed, he raced to the Ancient One's chambers, hoping the old man wasn't already dead at Mordo's hands. Fortunately, by the time Strange arrived Mordo was shackled in much the same way Strange had been. The Ancient One explained to Strange that he had known all along about Mordo's tendencies, but had hoped to rehabilitate the baron. Now fully believing in magic, Strange accepted the Ancient One's offer and became his new apprentice. Mordo was banished from the temple once the storm subsided, and has since become one of Dr. Strange's most persistent adversaries.

Recently, his apprenticeship complete, Stephen Strange has returned to the United States, settling into a mansion in Greenwich Village, New York City, where he has established himself as a local expert on the occult. He supplements his retirement income by authoring books on mixing Eastern and Western medical practices. Unbeknownst to the populace at large, however, Dr. Strange is also the world's leading defender against the mystical threats that could pose a danger to Earth.

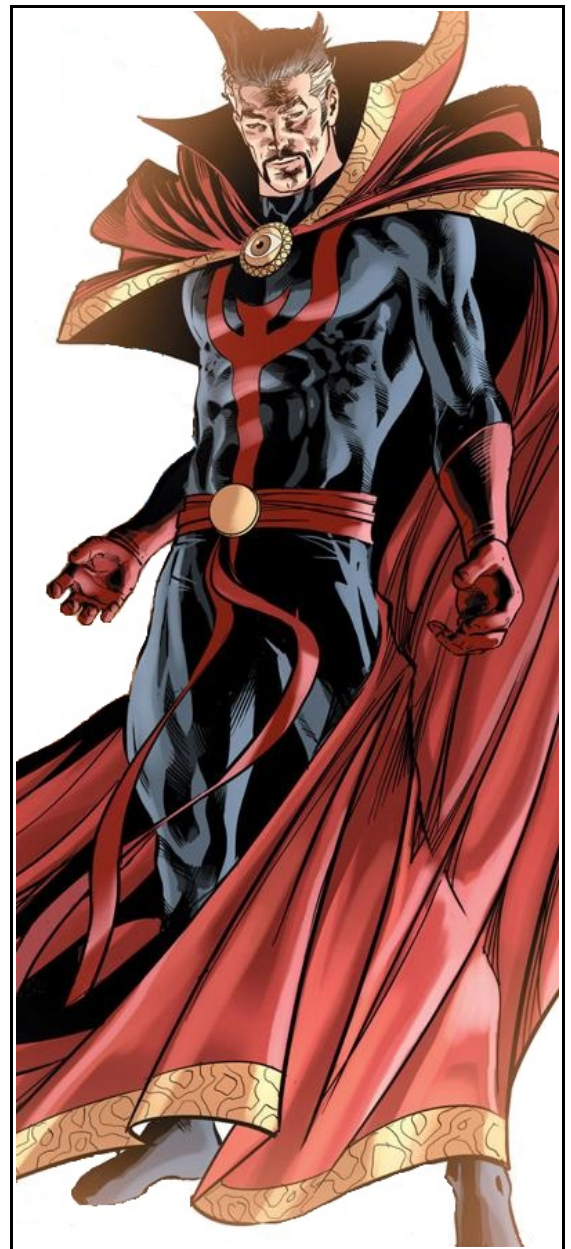
Height: 6' 2".

Weight: 180 lbs.

Eyes: Grey.

Hair: Black with white temples.

Uniform: Black tunic with a red arcane design resembling a ghost on the chest, red sash belt, black leggings, black boots, red gloves, red high-necked cape with yellow trim (the Cloak of Levitation) clasped with a mystic amulet resembling an eye (Amulet of



Aggamoto).

Strength Level: Doctor Strange possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Doctor Strange is the world's foremost wielder of arcane magics. Strictly speaking, Doctor Strange and other human sorcerers do not have superhuman powers. Only the ability to manipulate mystical energy lies within an Earth-born sorcerer, not the energy itself. Theoretically, any Earth human being can tap into an infinite amount of mystical energy. However, each person is limited by his own amount of training, discipline, knowledge, and enlightenment as to the mystical arts. As Sorcerer Supreme of Earth, Doctor Strange possesses a greater knowledge and mastery of the arts than anyone else on Earth, with the possible exception of his mentor, the Ancient One. He was born with a great talent for sorcery, and he has fulfilled that potential through long years of study and training.

Strange's magic, like that of other magicians, is derived from three major sources: personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally powers gained through invoking entities or objects of power existing in mystical dimensions tangential to his own. The latter means of power is usually gained through the recitation of spells, either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. Strange also employs a number of occult power objects which he wields by mental control.

To begin with his personal powers, Strange has mastered the art of astral projection, the mental ability to separate the astral self – the sheath of the soul, or the life essence – from his physical self, and in this form traverse through space unbounded by the physical laws but fully retaining human consciousness. This form is invisible, intangible, and incapable of being harmed except through the most rigorous of mystical means. The astral form only possesses those magical powers residing in the sorcerer's mind: thought-casting, psychokinesis, etc. Strange is of such mastery that he can remain in his astral form for up to 24 hours before there is corporeal deterioration of his physical body. The physical form is quite vulnerable to attack when the astral form is absent. If harm were to befall his physical form while he was in his astral form, he would be stranded in the wraith-like state. While the astral form is absent, the physical form remains in an inert, death-like trance.

Although Strange also has the ability to mesmerize people to do his bidding, both in person and at a distance, he seldom employs his mastery over others' wills in so direct a way. Strange can cast his thoughts over short or vast distances in a manner virtually identical to telepathy. The entire Earth is within the reach of Strange's mind, provided he knows where to contact the specific mind he is seeking. Strange can simultaneously communicate with up to a dozen minds at a time.

Strange is also able to tap this universe's store of ambient magical energy and manipulate it for a variety of effects. He is able to form and hurl magical energy bolts with a high degree of potency and control. He is able to erect energy shields or screens with a high degree of imperviousness to both physical and magical damage. He is able to use local magical energy for the conjuration of small physical objects like money or rabbits, or for unusual luminescent effects. Strange is also able to transform one object into another, although the transformation only lasts for as long as he wills it.

Doctor Strange has knowledge of a host of sorcerous spells and incantations invoking various extra-dimensional objects and beings of power. Strange is able to call upon these extra-dimensional power sources for very specific effects without taxing his own personal abilities. In Strange's possession is the *Greater Book of the Vishanti*, an ancient tome containing a wealth of obscure arcane knowledge.

Abilities: Doctor Strange has a good working knowledge of Chin Na Kung Fu and Tai Chi, focusing on their esoteric healing practices. He also possesses considerable medical knowledge. His manservant Wong is tutoring him in a more aggressive form of martial arts (see *Wong*).

Paraphernalia: Doctor Strange possesses two mystic artifacts which he uses on a regular basis. The first is his cloak of levitation, which enables him to float in mid-air without taxing his own powers. The cloak responds to Strange's mental commands even when separated from him by vast physical distances. The maximum rate of speed at which the cloak can carry Strange is unknown, but it is believed to be faster than the speed of sound (a simple spell enables him to breathe and withstand atmospheric conditions at high speeds). The maximum weight the cloak can levitate is also unknown, although Strange has been observed to carry another human being aloft while wearing it. When Strange is rendered unconscious, the cloak will still keep him aloft.

The other object is the Eye of Agamotto, one of two objects in Strange's possession which are empowered by the mysterious extradimensional entity Agamotto; the other is the Orb of Agamotto, which he stores in his mansion. The Eye appears to be a round amulet made of gold (or at least plated to resemble gold). At Doctor Strange's command, the Eye can radiate a blinding light of immeasurable mystic force. Under the brilliance of this "all-revealing light", Strange is able to see through disguises, invoke images of the immediate past, and track both corporeal and ethereal beings by their psychic or magical signatures. The Eye enables Strange to more easily probe the minds of sentient beings. When used thusly, the amulet opens and releases a representation of a golden eye, which affixes itself to the wielder's foreheads, allowing him to "see" into the mind he wishes to probe.

The Eye also can be used to provide a gateway into other dimensions. When called upon under the proper incantations, the amulet will separate from its backing, seemingly enlarge to a size several feet in diameter, and then open, revealing a portal to other worlds. As the amulet is controlled chiefly by thought and force of will, the wielder of the amulet establishes a psychic link with it. Indeed, when Doctor Strange leaves his body in astral form, an astral duplicate of the amulet – capable of nearly all of the amulet's functions, albeit at slightly less powerful levels – travels with him. The Eye is customarily worn by Doctor Strange as the clasp for his cloak. Its origins have not as yet been revealed.

You can't get hockey scores on the astral plane.

– Dr. Strange, Avengers: Illuminati

1,028 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 16 [10] **Move:** 5 [0]
IQ: 14 [80] **Per:** 14 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** 0

Dmg: 1d-1/1d+1 **BL:** 24 lbs.

Dodge: 8 **Parry:** 9 **DR:** 12/4* (uniform)

Languages: English (Native) (Native Language) [0]; Latin (Accented) [4]; Mandarin Chinese (Accented) [4].

Cultural Familiarities: East Asian [1]; Western (Native) [0].

Advantages: Charisma 3 [15]; Energy/3 [60]; Energy Reserve 17 [51]; Healer 3 [30]; Independent Income 20 [20]; Indomitable [15]; Matter/4 [80]; Mind/5 [100]; Reputation (Occult Expert) 2 (All the time; Large Class of People) [5]; Magery 5 (Solitary Ceremonial Casting, +10%) [60]; Signature Gear (Cloak of Levitation) [3]; Signature Gear (Eye of Agamotto [Amulet]) [14]; Space/4 [60]; Spirit/5 [100]; Time/2 [40]; Trained By A Master [30]; Wealth (Wealthy) [30].

Perks: Autotrance [1]; Cloaked [1]; Style Familiarity (Chin Na) [1]; Style Familiarity (T'ai Chi) [1].

Disadvantages: Bad Grip -1 [-5]; Discipline of Faith (Mysticism) [-10]; Ham-Fisted -1 [-5]; Light Sleeper [-5]; Loner (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Reputation (As a kook) -4 (Small class of people; Some of the time, 10 or less) [-4]; Sense of Duty (Earth Dimension) [-15].

Quirks: Chauvinistic [-1]; Closet Hockey Fan [-1].

Skills: Biology/TL8 (Biochemistry) (H) IQ-2 [1] – 12; Breath Control (H) HT+1 [8] – 12; Connoisseur (Visual Arts) (A) IQ+1 [4] – 15; Diagnosis/TL8 (Human) (H) IQ+1 [1] – 15*; Electronics Operation/TL8 (Medical) (A) IQ+2 [8] – 16; Esoteric Medicine (H) Per+1 [1] – 15*; Games (Hockey) (E) IQ [1] – 14; Hobby Skill (Hockey Teams) IQ [1] – 14; Innate Attack (Beam) (E) DX+3 [8] – 14; Innate Attack (Projectile) (E) DX+3 [6] – 14†; Judo (H) DX+1 [8] – 12; Judo Art (H) DX+1 [7] – 12‡; Literature (H) IQ+1 [8] – 15; Meditation (H) Will+0 [4] – 16; Occultism (A) IQ+6 [24] – 20; Pharmacy/TL8 (Synthetic) (H) IQ+1 [1] – 15*; Physician/TL8 (Human) (H) IQ+1 [1] – 15*; Physiology/TL8 (Human) (H) IQ+1 [1] – 15*; Pressure Points (Human) (H) IQ-2 [1] – 12; Ritual Magic (Sorcery) (VH) IQ+11 [32] – 25§; Surgery/TL8 (Neurosurgery) (H) IQ+4 [20] – 18*#; Thaumatology (VH) IQ+11 [32] – 25§; Writing (A) IQ+1 [4] – 15.

Magical Realm Skills: Energy (VH) IQ+6 [12] – 20§; Matter (VH) IQ+6 [12] – 20§; Mind (VH) IQ+6 [12] – 20§; Space (VH) IQ+6 [12] – 20§; Spirit (VH) IQ+10 [28] – 24§; Time (VH) IQ+3 [4] – 16§.

Starting Spending Money: \$20,000 (20% Starting Wealth).

* Includes +3 from Healer.

† Defaulted From Innate Attack (Beam).

‡ Defaulted from Judo.

§ Includes +5 from Magery.

Includes -3 From Ham-Fisted.

Role-Playing Notes:

Doctor Strange's Cloak of Levitation

Eye of Aggamotto

Design Notes:

1. The Magery price combines the price of an unmodified Magery 0 [5] with the modified Magery 5 (Solitary Ceremonial, +10%) [55]. It just looked wrong when placing the two on the sheet together.

DOCTOR STRANGE'S SANCTUM SANCTORUM

Geography

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

Game-Mechanical Details

DORMAMMU

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



DRACULA

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DRACULA UNLEASHED #1.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

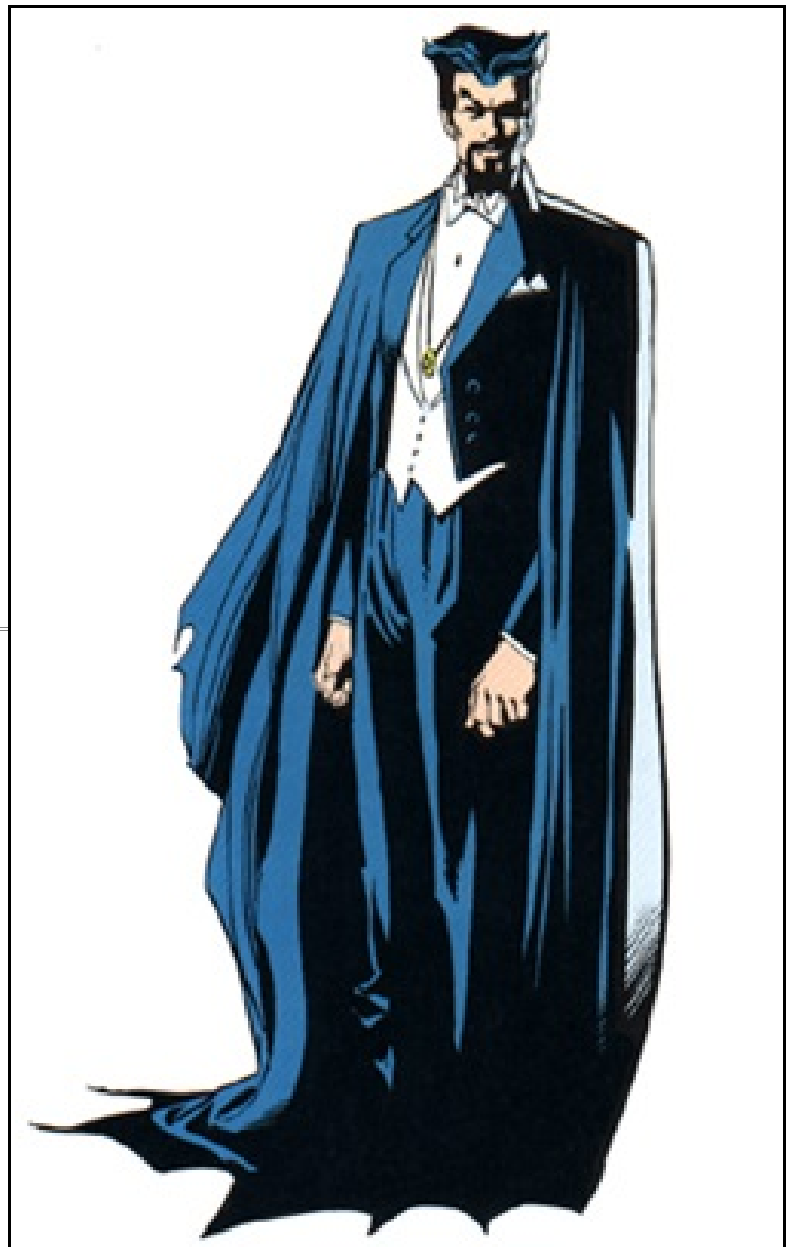
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



DREAM WEAVER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

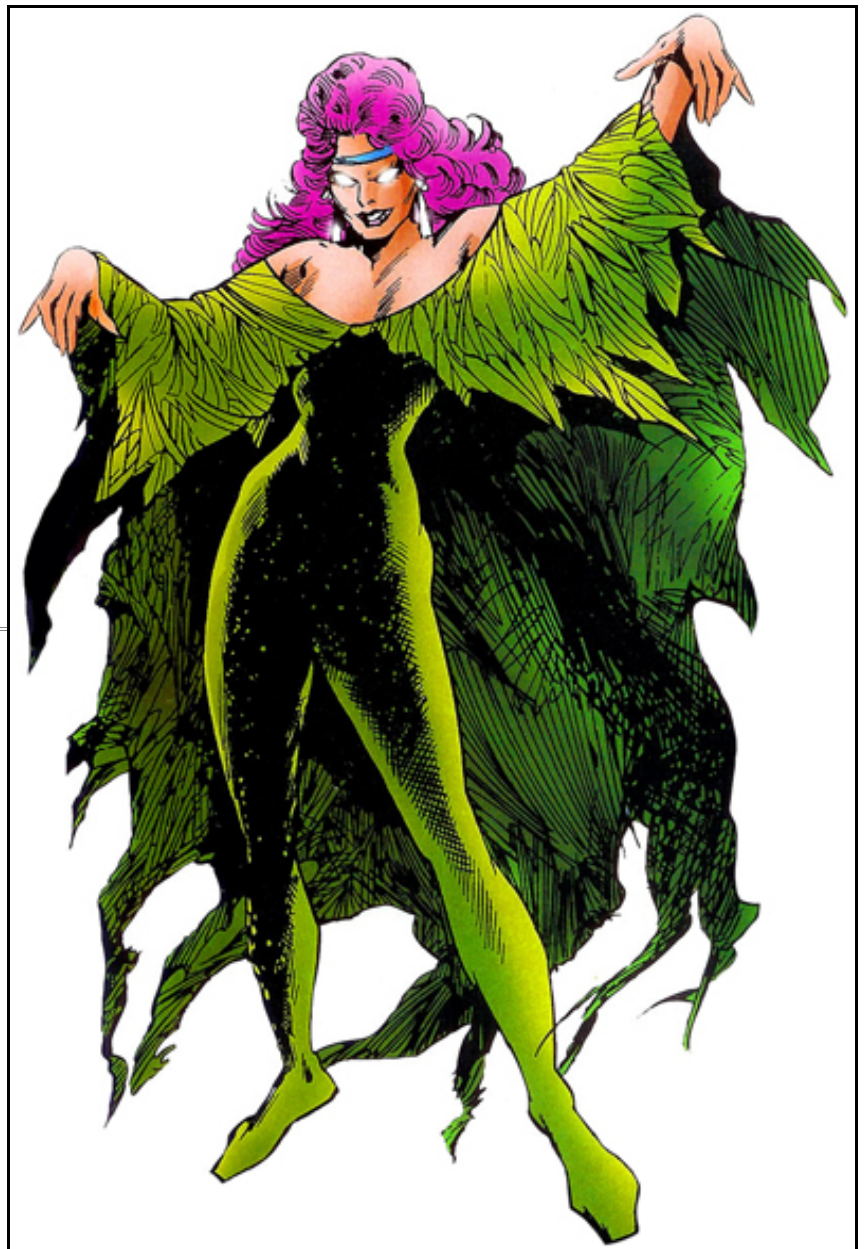
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:



Role-Playing Notes:

DWELLER IN DARKNESS

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance:
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

Stats: Don't worry about it!

Role-Playing Notes:



ELATA

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

Game-Mechanical Details



FIN FANG FOOM

Non-Villain Antagonist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Appearance:
DOCTOR STRANGE: SORCERER
SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



FRANKENSTEIN'S MONSTER

Non-Villain Antagonist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

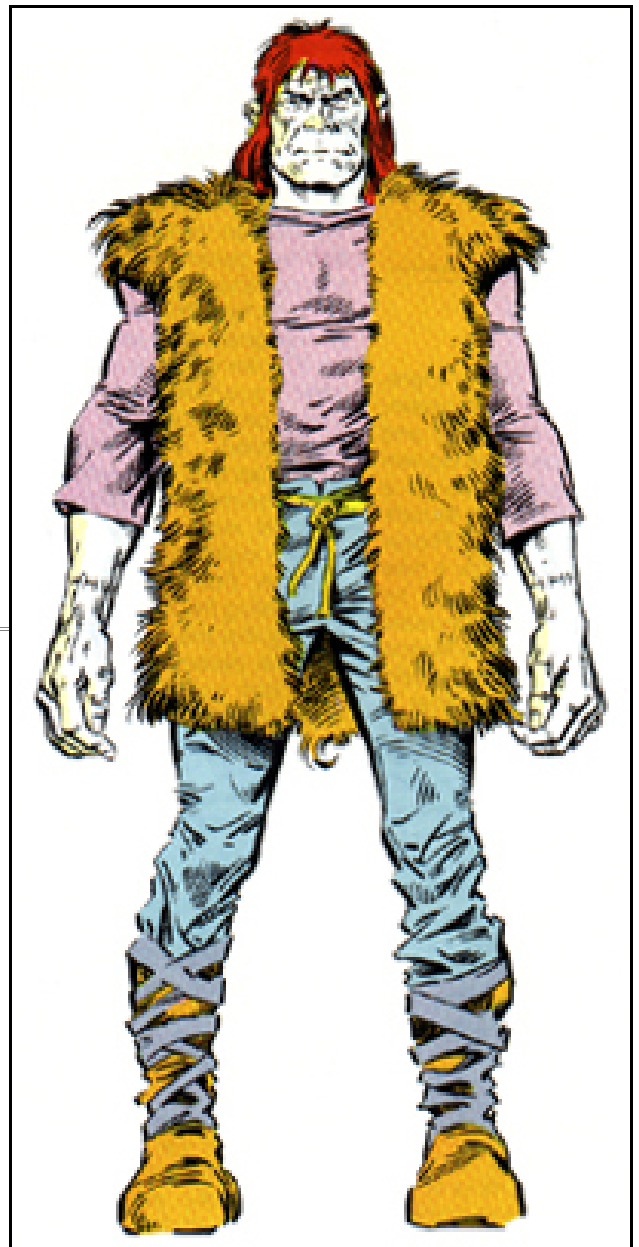
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



GAEA

Supernatural

Real Name:

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:

Height:

Weight:

Eyes:

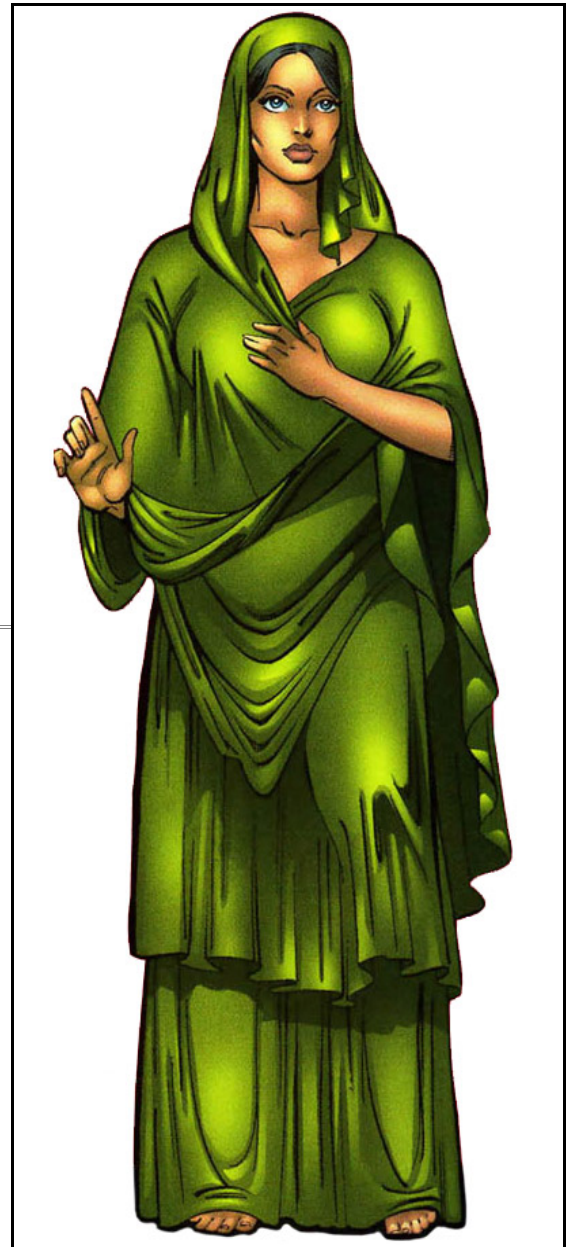
Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

Stats: As the embodiment of all life on Earth, Gaea is essentially incalculable.



GEMINI, VERA

Villain

Real Name: Unrevealed; "Vera Gemini" may or may not be her proper name.

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

points

ST: **HP:** **Speed:**

DX: **Will:** **Move:**

IQ: **Per:**

HT: **FP:** **SM: 0**

Dmg: **BL:**

Dodge: **Parry:** **DR:**

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



HAVELOCK, KERWIN

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Paraphernalia:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

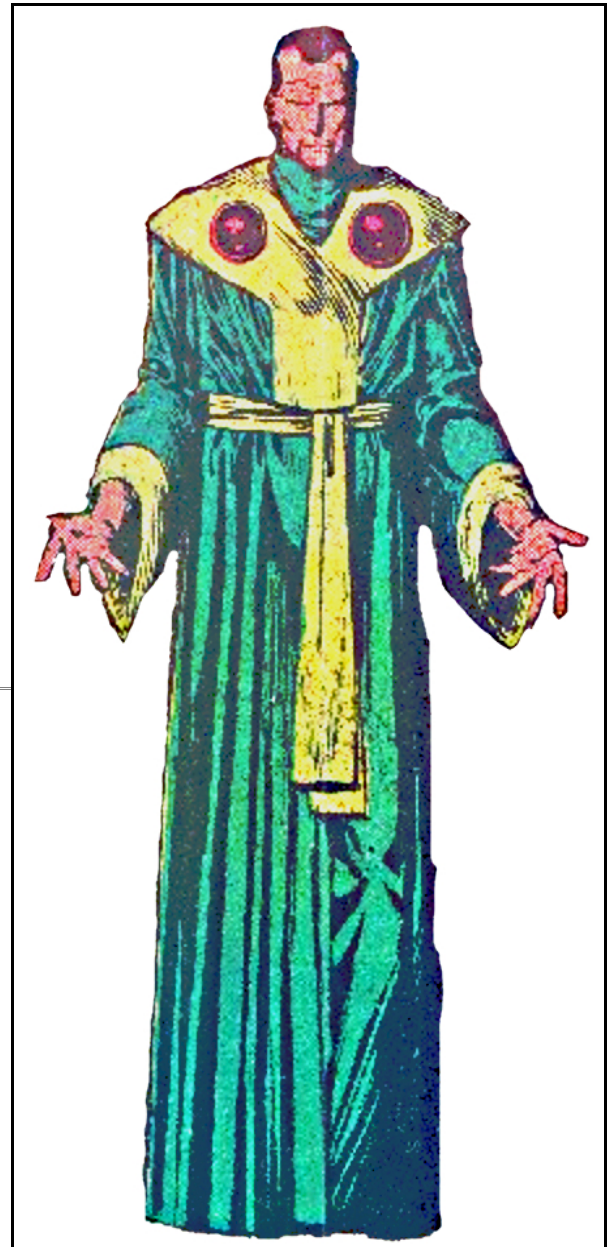
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



KAECILLIUS

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



KALE, JENNIFER

Hero

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



KALIPH, RAMA

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



KALUU

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

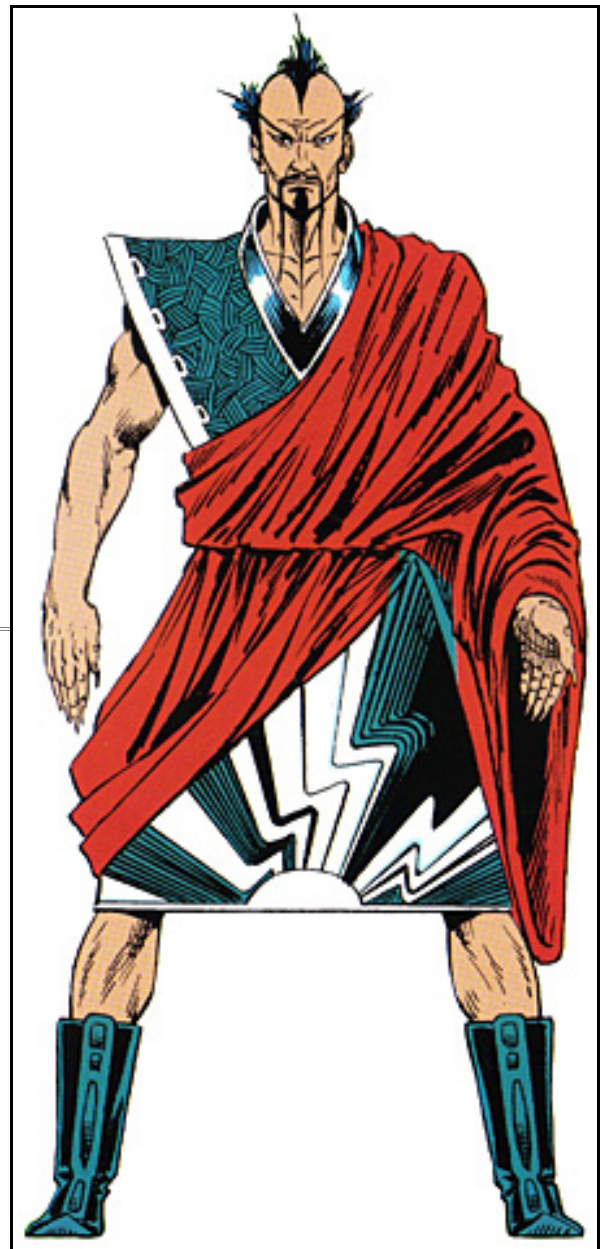
points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



LILITH

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

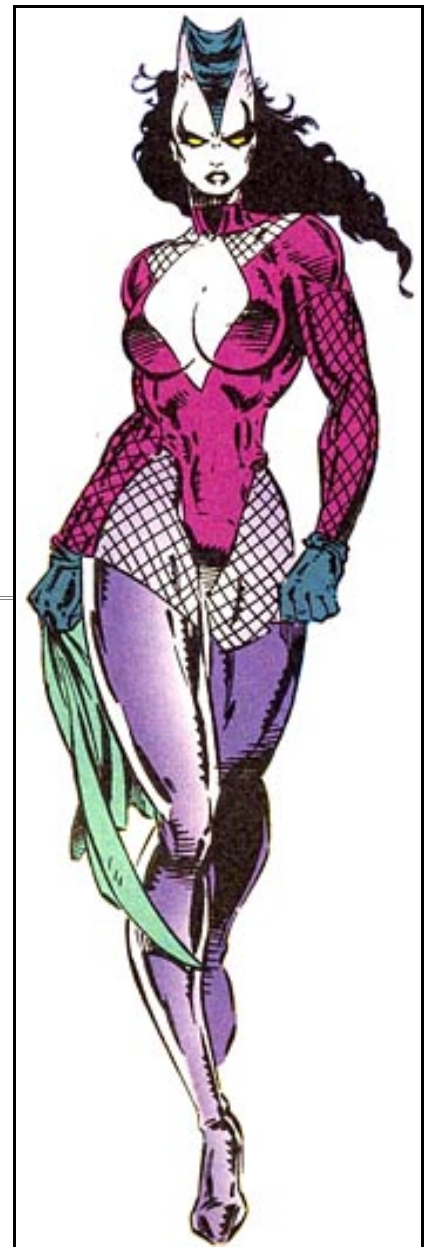
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



MAN-THING

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



Role-Playing Notes:

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance:
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Paraphernalia:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes: ST ; DX ; IQ ; HT .

Secondary Characteristics: Dmg ; BL ; HP ; Will ; Per ; FP ;
 Basic Speed ; Basic Move ; Dodge .

Languages:

Cultural Familiarities:

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Magical Realm Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0
Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



MEPHISTA

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



MEPHISTO

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
 SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



MISTER RASPUTIN

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:
Other Abilities:
Paraphernalia:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



MORDO, KARL

Villain

Real Name: Karl Amadeus Mordo.

Occupation:

Identity:

Legal Status:

Other Aliases:

Place of Birth:

Marital Status:

Known Relatives:

Group Affiliation:

Base of Operations:

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #1.

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

points

ST: **HP:** **Speed:**

DX: **Will:** **Move:**

IQ: **Per:**

HT: **FP:** **SM: 0**

Dmg: **BL:**

Dodge: **Parry:** **DR:**

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

Game-Mechanical Details

First Appearance:	Post-Reboot Appearance:
DOCTOR STRANGE: SUPREME #	SORCERER

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Languages:

Cultural Familiarities:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

Role-Playing Notes:



NIGHTMARE

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



ORINI

Non-Villain Antagonist

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

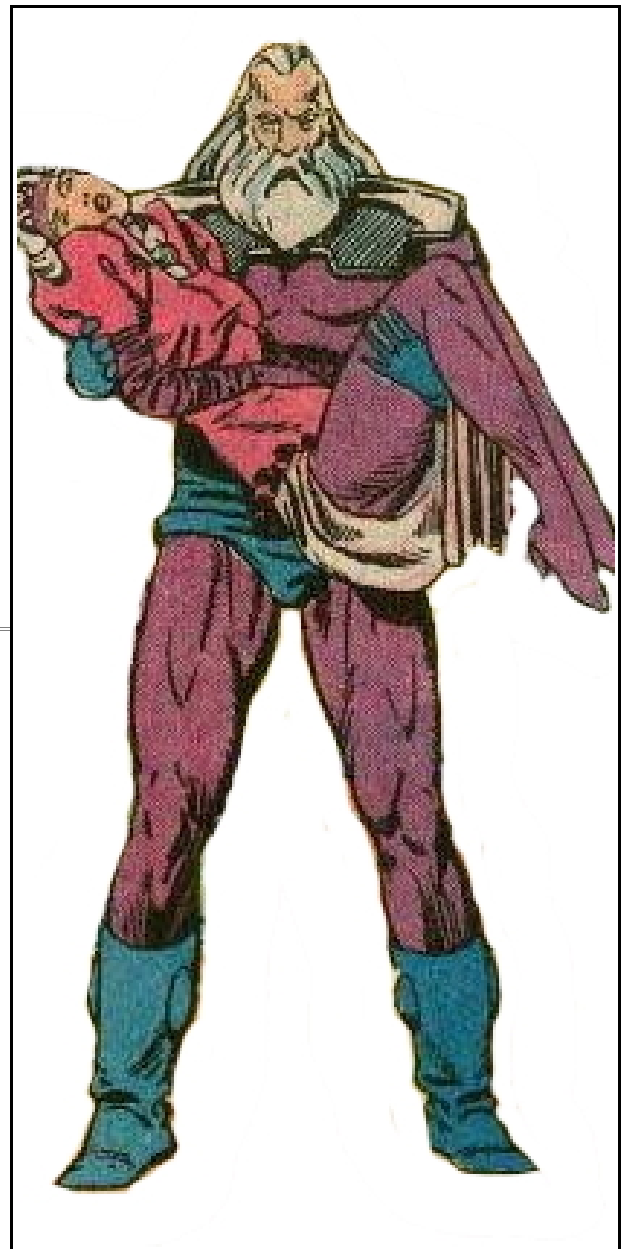
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:

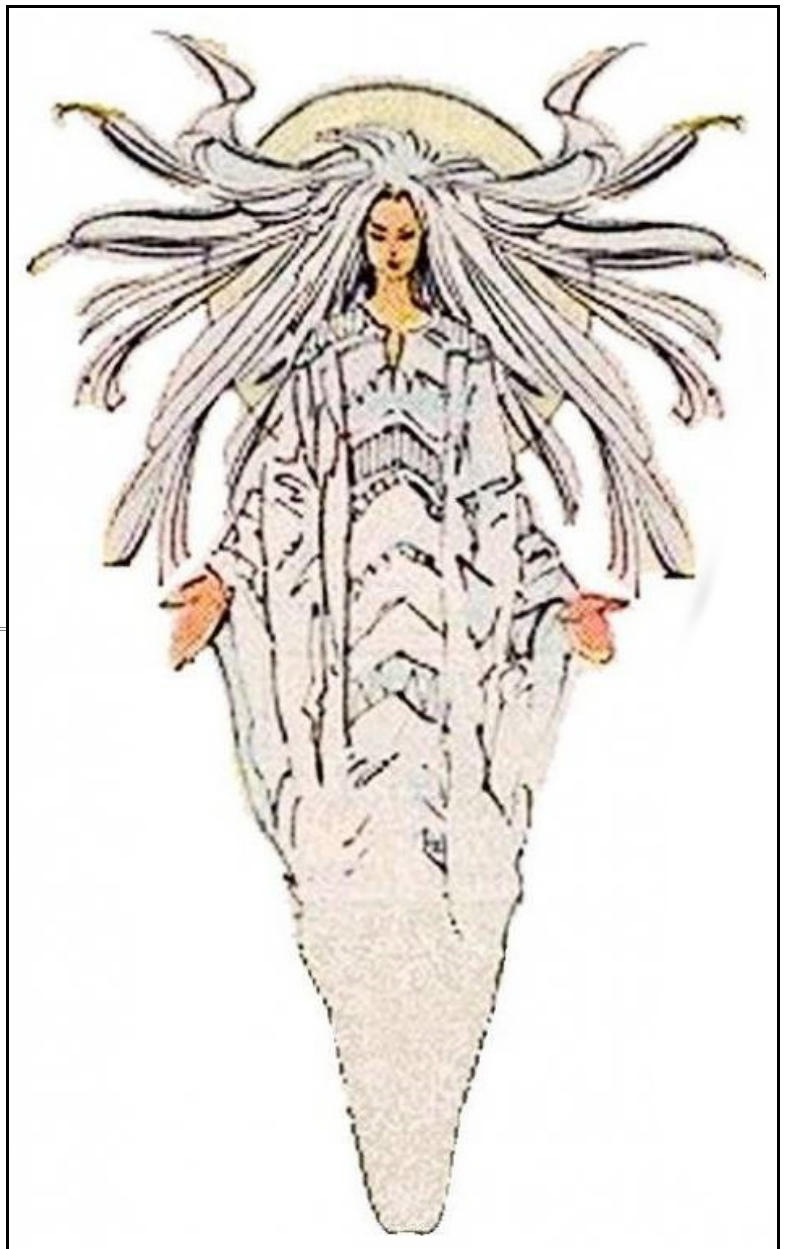


OSHTUR

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

Stats: Incalculable.



PHYFFE, LORD JULIAN

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



SALOMÉ

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Languages:

Cultural Familiarities:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

Role-Playing Notes:



SET

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

Stats: Don't worry about it.



SHADOWQUEEN

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR
STRANGE: SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

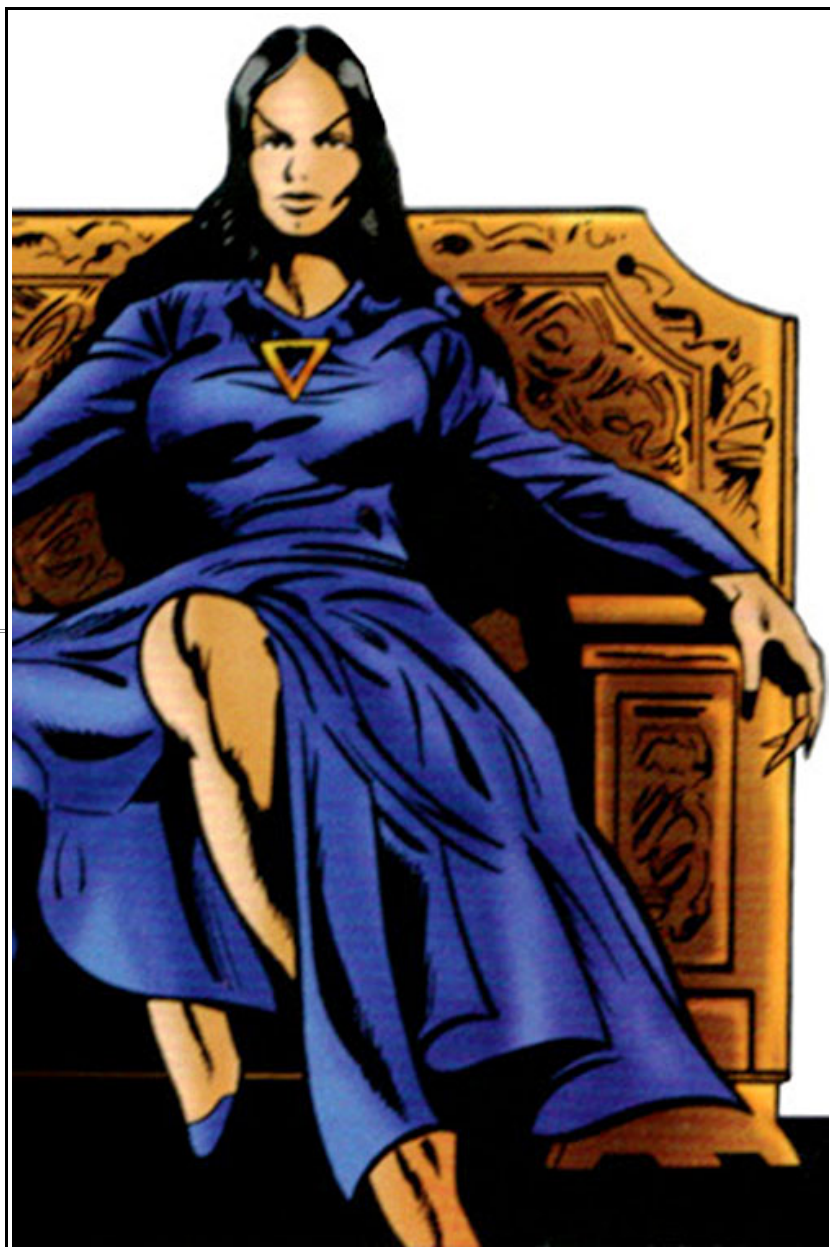
Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:



Role-Playing Notes:

SHAZANA

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



SHUMA-GORATH

Supernatural

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

Stats: Don't worry about it.



SILVER DAGGER

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



STANTON, ZELMA

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



TAZZA

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes: ST ; DX ; IQ ; HT .

Secondary Characteristics: Dmg ; BL ; HP ; Will ; Per ; FP ;
Basic Speed ; Basic Move ; Dodge .

Languages: English (Accented) [4]; Sinhala (Native) [6];
Malay (Native) [6]; Tamil (Native) (Native Language) [0].

Cultural Familiarities: Indian Subcontinent (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Magical Realm Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



THOG

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages: English (Native) (Native Language) [0].
Cultural Familiarities: Western (Native) [0].
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



TIBORO

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

points

ST: **HP:** **Speed:**

DX: **Will:** **Move:**

IQ: **Per:**

HT: **FP:** **SM: 0**

Dmg:

BL:

Dodge:

Parry:

DR:

Attributes: ST ; DX ; IQ ; HT .

Secondary Characteristics: Dmg ; BL ; HP ; Will ; Per ; FP ; Basic Speed ; Basic Move ; Dodge .

Languages: English (Accented) [4]; Sinhala (Native) [6]; Malay (Native) [6]; Tamil (Native) (Native Language) [0].

Cultural Familiarities: Indian Subcontinent (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Magical Realm Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



TOPAZ

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

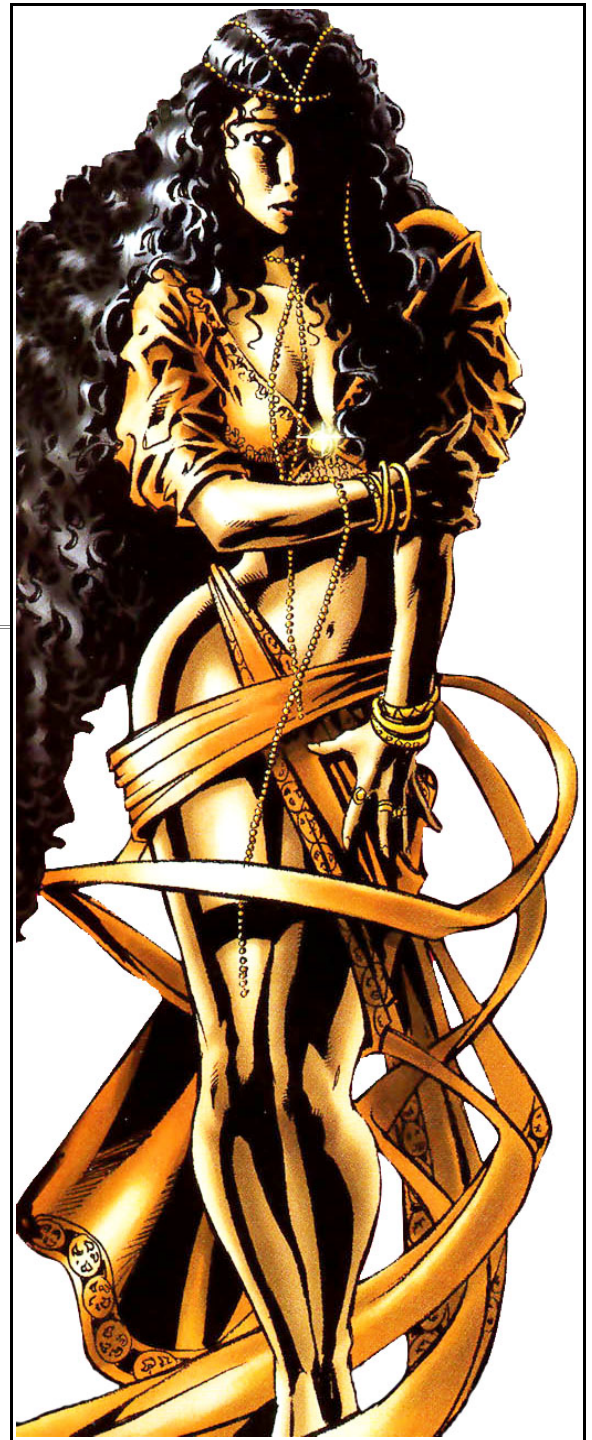
points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:
Secondary Characteristics:
Languages:
Cultural Familiarities:
Advantages:
Perks:
Disadvantages:
Quirks:
Skills:
Techniques:
Starting Spending Money:

Role-Playing Notes:



UMAR

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



Vampires are creatures formed by ancient sorcery who exist in a state between life and death, a state commonly called "undeath". Vampires live a parasitic existence, subsisting on the blood of the living. The exact origins of the vampire are lost to antiquity, although the most prominent vampire, Vlad Dracula, has claimed the ancient text called the Darkhold holds the key to both the creation and the permanent destruction of vampires (see *Dracula*). To become a vampire, a person has to be bitten by a vampire, made to drink some of the vampire's own blood, and killed. Three nights later, the victim of this turning rises as a new vampire. All new vampires are driven to feed immediately upon rising; only a select few of extraordinary will retain their senses upon rising to resist killing their initial prey.

Physically, vampires appear almost as they did in life. Their features tend to be a bit more gaunt and their skin slightly paler, with a predatory look about them, but the most notable changes are the growth of their canines into sharp fangs and the irises of the eyes turning red. They are roughly ten times stronger they were in life; for the average vampire, this means being able to bench press roughly 1,000 pounds (454 kg). Vampires have the ability to hypnotize their prey, transform into a thick mist, or take the form of a bat, wolf, or a half-man, half-bat figure. A select few are able to master their shapeshifting ability to adopt other forms. They are able to see clearly in pitch darkness. They also heal quickly from even the most serious injuries; a vampire can regrow a lost limb in a matter of minutes. They are able to exert mental control over anyone they bite and don't kill.

Despite these powers, they have many severe weaknesses. A vampire cannot enter a domicile unless invited by someone who lives there, after which the vampire is free to come and go as he pleases unless a magical ritual to reestablish the barrier is performed. Furthermore, he is able to be held at bay with religious symbols (crucifix, Star of David, etc), provided the one wielding the symbol is a believer in the significance of the symbol, and pressing a holy symbol against them causes them to burn in that spot. Holy water is like acid to them. Sunlight burns them, though other light sources don't harm them. Most are forced to sleep during the day, though some vampires are able to move about during the day provided they avoid direct sunlight. They are almost immune to most damage, but weapons made of silver (silver-coating works, but alloys must possess at least 60% or more of silver to be effective) or wood harm them the most.

Vampires rely on blood taken from living beings to maintain their existence. The majority of them prefer human blood taken straight from the living, but it is possible for a vampire to feed off animal blood and blood taken from medical facilities. It is possible for a vampire to live on a single pint of blood every week without suffering adverse effects, though most prefer to drink more often.

The most surefire means to kill a vampire is to pierce the heart with a wooden stake or silver blade, then remove the head and

burn both the body and head in two different locations. If a vampire is staked but the head is not removed, the removal of the stake will return the vampire to a semblance of life. Forcing a vampire outside during the day to be burned by the sun will also kill him. A third method, probably the most risky, is the recitation of a series of spells found in the Darkhold known as the Montesi Formula, named after the medieval monk who first recognized its significance.

First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #

Game-Mechanic Details:

While the template includes "Injury Tolerance: No Blood", this merely means that the vampire is immune to effects that rely on the flow of blood through the body; the vampire can still bleed (in fact, the blood of a vampire is contagious), though blood loss does not adversely affect the vampire.

Vampire

757 points

Attribute Modifiers: ST +15 [150].

Secondary Characteristic Modifiers: Per +2 [10].

Advantages: Alternate Form (Bat; Mist; Were-Bat) (Reduced Time 4, +80%; Magical, -10%) [77]; Dark Vision (Color Vision, +20%; Magical, -10%) [28]; Discriminatory Hearing [15]; Discriminatory Smell [15]; Discriminatory Taste [10]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood; Unliving) [25]; Mind Control (Alternative Limitations (Accessibility: Only On Bite Victims, -10%; Sense-Based (Vision and Hearing), -15%), -17%; Conditioning, +50%; Independent, +70%; Slow-and-Sure (Speed: 1 minute), +125%; Magical, -10%) [159]; Regeneration (Very Fast: 1 HP/sec) (Magical, -10%) [90]; Regrowth (Magical, -10%) [36]; Supernatural Durability [150]; Telecommunications (Telesend) (Accessibility: Only On Bite Victims, -10%; Magical, -10%) [24]; Temperature Tolerance 5 [5]; Unaging [15]; Unkillable 2 (Achilles Heel: Beheading, -50%; Hindrance: Silver or Wooden Stake in the Heart, -5%; Magical, -10%) [35]; Vampiric Bite (1 HP/sec) [30].

Perks: Racial Gifts (Increased Vampiric Traits) [1].

Disadvantages: Dependency (Blood; Weekly, Illegal) [-20]; Dread (Holy Symbols) (Accessibility: Wielder Must Believe, -10%) [-9]; Dread (Unable To Enter Homes) (Accessibility: Except When Invited, -10%) [-9]; Social Stigma (Dead) [-20]; Supernatural Feature (No Body Heat; No Reflection; Pallor (Can Gain Flush of Life Temporarily) [-20]; Uncontrollable Appetite (Blood) (12) [-15]; Vulnerability to Silver (×3) [-15]; Weakness to Holy Symbols or Holy Water (1d per 5 minutes) [-10]; Weakness to Sunlight (1d per minute) [-60].

Features: Affected By True Faith, Pentagram, etc [0]; Sterile [0].

First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #

Game-Mechanical Details



WOLFE, SARA

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

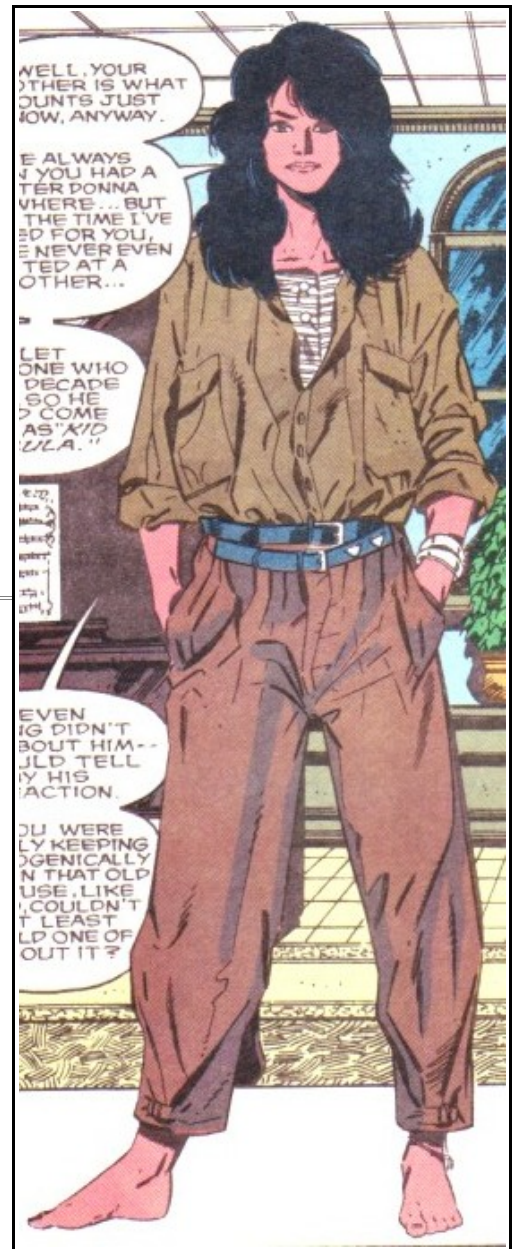
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



WONG

Supporting Cast

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #2

History:

Height:

Weight:

Eyes:

Hair:

Uniform:

Strength Level:

Known Superhuman Powers:

points

ST: **HP:** **Speed:**

DX: **Will:** **Move:**

IQ: **Per:**

HT: **FP:** **SM: 0**

Dmg: **BL:**

Dodge: **Parry:** **DR:**

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



XANDU

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

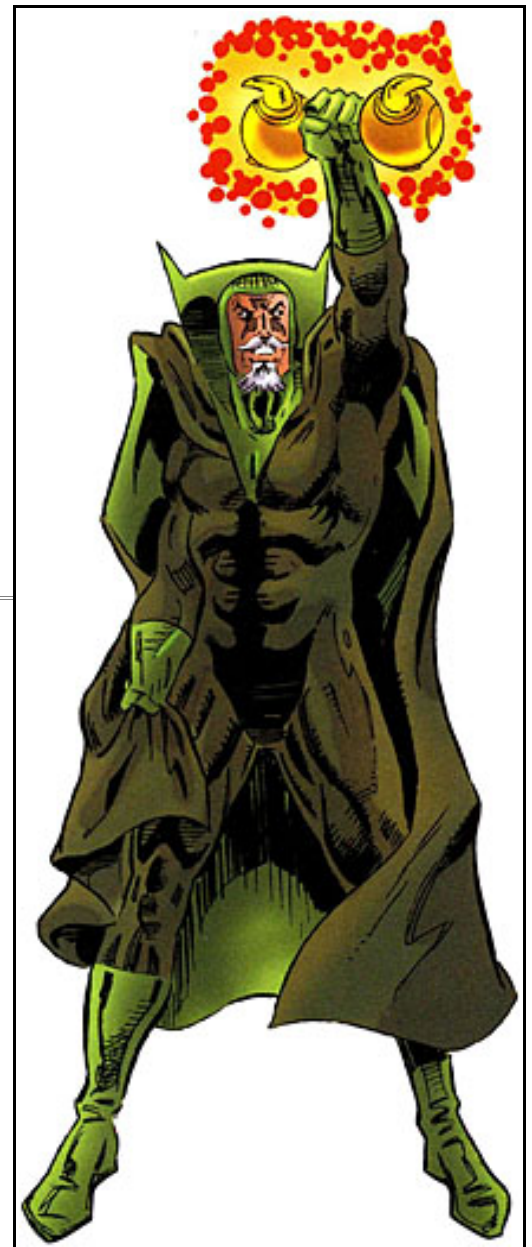
Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



YANDROTH

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE: SORCERER SUPREME ANNUAL #2.
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



ZOTA OF PERGAMUM

Villain

Real Name:
Occupation:
Identity:
Legal Status:
Other Aliases:
Place of Birth:
Marital Status:
Known Relatives:
Group Affiliation:
Base of Operations:
First Post-Reboot Appearance: DOCTOR STRANGE:
SORCERER SUPREME #
History:
Height:
Weight:
Eyes:
Hair:
Uniform:
Strength Level:
Known Superhuman Powers:

points

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM: 0

Dmg:	BL:	
Dodge:	Parry:	DR:

Attributes:

Secondary Characteristics:

Languages: English (Native) (Native Language) [0].

Cultural Familiarities: Western (Native) [0].

Advantages:

Perks:

Disadvantages:

Quirks:

Skills:

Techniques:

Starting Spending Money:

Role-Playing Notes:



Magic in the Marvel Universe is known to come in four basic methods, known as *egocentric*, *ecocentric*, *exocentric*, and *necromantic*.

Egocentric magic is the magic of the self, drawing upon personal energies. This magic operates primarily for the powers of the mind and soul: astral projection, telepathy, hypnosis, and mental illusions are a sampling of egocentric powers. Some mages who are of an extradimensional hybrid nature – such as Clea – and most demons are able to provide their own personal energies for magics more commonly performed using the other methods by mortal sorcerers.

Ecocentric magic is the magic of the universe, drawing upon ambient energies to perform more blatant feats of magic, including but not limited to manipulation of the four classical elements, forming eldritch bolts and shields, and similar effects. Most mystic talismans and relics that exist operate on universal energies.

Exocentric magic is the magic of the beyond, entreating extradimensional entities – often called principalities – for energy. Most principalities called upon have what are called "signature spells", unique spells which the principality empowers directly. Some principalities are entire extradimensional races (such as the Faltine and the Seraphim), but most are individuals on the same power as and straddle the line between gods and demons.

Necromantic magic, also known as "black magic", is the magic of death. This method of magic draws energy from the unwilling, often (but not always) by killing living beings to use their energies. This method of casting magic tends to have a corrupting influence on its practitioners, with those who rely primarily on black magic slowly losing their humanity unless steps are taken to purge themselves of this corruption on a regular basis.

Sorcerers, such as Doctor Strange and his order, deal with six main Realms: Mind, Space, Time, Spirit, Energy, and Matter. These six Realms make up the cornerstones of the Multiverse, and dedicated practitioners can learn up to five tiers in those Realms. Lesser mystics often focus on narrower sub-realms. For instance, Gypsy magic, as practiced by Wanda Maximoff, relies on the Illusion, Luck, and Matter Realms. Nature-oriented mages often use the Nature Realm, or learn distinct Animal, Earth, Fire, Plant, and Weather Realms. Most of these practitioners only achieve the third tier, with a select few achieving the fourth or fifth. In all cases, a magician's maximum potential level in any Realm is dictated by his Magery level. Magery 0 tends to be innate, but all levels of Magery including Magery 0 are learnable advantages in the Marvel Universe.

The level of the Sub-Realms stack with those of the primary Realm, although the sorcerer does not need to have the primary Realm in order to have a Sub-Realm (in fact, it's usually pretty rare for a sorcerer to have both). For instance, a sorcerer could have Energy/3 and Fire/2, where Fire is a Sub-Realm of Energy; the sorcerer would have an *effective* Fire/5 because Fire is included in Energy. Note that the cap of Magery is still in force; with Magery 3, a sorcerer cannot have both Energy/2 and Fire/3 and expect them to stack at Fire/5, since Fire/5 exceeds his Magery.

Each Realm has its own IQ/VH skill. While each

In all cases, the sixth tier of a Realm is off-limits to all corporeal beings. Even such beings as the Olympian, Asgardian, and Heliopolitan gods are unable to achieve the sixth tier in any Realm and remain corporeal (see *Asgardians*; *Olympian Gods*). In essence, any being who achieves the sixth tier in a Realm automatically becomes the living embodiment of that Realm, and becomes a truly Cosmic being.

Realm/1 spells use 0 energy, Realm/2 spells 1 energy, Realm/3 spells 2 energy, Realm/4 spells 5 energy, and Realm/5 spells 10 energy. It is possible to mix energy sources in a spell, and most sorcerers will always attempt to use the method that causes them to use the least amount of personal energy.

Egocentric magic focuses on the Mind and Spirit Realms and their sub-Realms, and is powered by the mage's own Fatigue Points (FP) and/or Energy Reserve (ER). (Quintessence Points/QP are used when utilizing *The Fifth Attribute* in **Pyramid #3/120: Alternate GURPS V**.) Mages who utilize their own energy for Realms other than those two are required to have the Extra Options Perk for *each* additional Realm.

Ecocentric magic utilizes the rules on Threshold Magic from pages 76 to 82 of **GURPS Thaumatology**, with the following setting switches and adjustments: The caster's Threshold starts at 30. Instead of the usual energy discount thresholds described in the Basic Set and GURPS Magic (one less energy at skill 15, another one less at skill 20, etc.), the caster can take a cumulative penalty to reduce the strain the spell puts on the environment, effectively reducing the tally cost by 1 per each -5 penalty to skill. Places of power (the Great Pyramids of Giza, Dr. Strange's Sanctum Sanctorum at 177A Bleeker Street in Manhattan, etc.) give a discount on the energy tally up to 50%. The Increased Threshold advantage (**Thaumatology**, p. 78) can be taken at the 1/level rate of a 4% increase in the Threshold. Recovery of the sorcerer's tally happens at the same speed as recovering FP or ER. And the Variable Energy Access advantage (**Thaumatology**, p. 79) is not available. Ecocentric magic deals primarily with the Energy, Matter, Space, and Time Realms, although ecocentric spells utilizing the Mind Realm are possible.

Exocentric magic requires a Reaction roll for each entity called upon in a casting *unless* the sorcerer has obtained a prior Reaction of Neutral or better from the entity in the past. If for any reason the sorcerer upsets or gains the enmity of the principality in question (such as Dr. Strange opposing Dormammu in the Dark Dimension after calling upon him for energy early in his career) and then attempts to again call upon the entity, all further Reaction rolls at at -10 until the sorcerer makes amends (this could be a roleplaying plot point!). If the Reaction roll for a casting is worse than Neutral, the sorcerer must invoke another friendlier entity or obtain the energy from some other source. The sorcerer *must* have Spirit/3 in order to call upon a principality for energy, but the spell costs a total of 1 energy to cast should the principalities invoked agree to provide energy.

Necromantic magic, like egocentric magic, uses Fatigue or an Energy Reserve (or Quintessence Points if using *The Fifth Attribute*). However, this energy comes from other living beings, usually unwillingly. Necromancers may prefer to kill their energy sources because the energy released at the time of death is the sum of the victim's Fatigue and Hit Points.

Of note, there are various psychics – such as the Indian psychic Topaz – who can act as familiars to sorcerers, using their psychic talents to amplify or focus the spells of the sorcerer (see *Topaz*).

In addition, there are a number of additional options which differ from the standard Realm Magic described in *Thaumatology*.

First, the maximum damage done is at the Realm level squared per round of build-up. Afflictions are resisted at HT or Will at a penalty equal to the Realm level squared minus one. For example, Realm/3 permits a 9d Energy or Matter attack, or a resisted Mind affliction at Will-8 (equal to 9 levels of the Affliction advantage with Malediction).

Range penalties are assessed using the Size and Speed/Range Table (*Basic Set*, p. 550) for most spells; information spells and most Mind, Spirit, or Time spells use the Long-Distance Modifiers table (*Basic Set*, p. 241), with Time treating "miles" as "days".

A spell does not need to use the sorcerer's full Realm level. For example, if a sorcerer has Time/5, he may choose to cast a Time/2 spell, at Time/2's energy cost.

Spells that use multiple Realms use the energy cost of the highest Realm used, plus 1 energy for each additional Realm in the spell.

Spells are single-target spells by default. It costs 1 additional energy to turn a spell into an area effect spell with a radius of 2 yards, and then 1 additional energy for each doubling of the radius.

Direct damage spells and weapons (mundane or conjured) can have an Armor Divisor added to them. It costs 1 energy to add an AD (2) to a spell or weapon, and then 1 additional energy for each additional level of Armor Divisor. Remember that the additional levels are (3), (5), (10), (100), and (∞); it costs 6 energy to make an attack that bypasses DR completely. If removing an armor divisor from energy weapons, each additional step again costs 1 additional energy per level; the progression here is (∞), (100), (10), (5), (3), (2), (1), (0.5), (0.2), and (0.1), starting with the weapon's initial armor divisor.

While many spells are instantaneous, some spells have ongoing effects instead; for instance, a hypnosis spell or a conjured waterfall. An ongoing spell lasts for one minute by default. For double the energy cost, the spell may last for an hour; for triple the energy cost, the spell may last a full day; and for ten times the energy cost, a spell can be made permanent.

(These changes are intended to provide more stable castings than Thaumatology provides, where variables such as duration, range, and area of effect are subject to the Realm skill's margin of success.)

The Realms:

Energy: This far-reaching Realm includes all types of energy, including but not limited to cold, electricity, heat/fire, kinetic, light, radiation, and vibration.

Matter: This Realm deals with altering and creating matter in all forms. A sorcerer's own scientific knowledge *does* affect the Realm's use.

Mind: This far-reaching Realm deals with all aspects of intelligence and conscious thought, as well as subconscious desires.

Space: This Realm affects such things as movement and inertia, permitting such wide effects as levitation, telekinesis, teleportation, flight, and even dimensional travel. Combined with Mind, it permits clairvoyance.

Spirit: This Realm deals with all aspects related to a being's soul or spirit. It can also be used to deal with spiritual entities of all levels.

Time: This Realm affects both the passage of time, including the ability to travel backwards in time, as well as precognition and psychometry.

Selected Sub-Realms:

Air: This sub-Realm of Energy enables the mage to manipulate the classical element of air.

Body: This sub-Realm of Matter deals solely with the manipulation of living (and dead) organic matter.

Dreams: This sub-Realm of either Mind or Spirit permits the sorcerer to travel into and affect a dreamer's dreams.

Earth: This sub-Realm of Energy enables the mage to manipulate the classical element of earth.

Fire: This sub-Realm of Energy enables the mage to manipulate the classical element of fire.

Illusion: This sub-Realm of Mind deals primarily with creating and dispelling illusions.

Lightning: This sub-Realm of Energy enables the mage to manipulate electricity in all forms.

Luck: Also called Probability, this Realm deals with manipulating probabilities in order to alter circumstances to make the improbable probable. This Realm is a sub-Realm of both Matter and Time; someone with both of those Realms doesn't need Luck.

Water: This sub-Realm of Energy enables the mage to manipulate the classical element of water.

As advantages, the Realms of Energy, Matter, Mind, Spirit, Space, and Time are all 20 points per level. Body, Fire, Illusion, Luck and all other Sub-Realms are 10 points per level, being essentially the parent Realm with a Specialized (-50%) limitation on it.

Any sufficiently advanced technology is indistinguishable from magic.

– Arthur C. Clarke

Any sufficiently analyzed magic is indistinguishable from SCIENCE!

– Phil and Kaja Foglio

Realm Levels

Level 1: Detection and Measurement.

Level 2: Basic Control and Diversion.

Level 3: Command and Create.

Level 4: Authority.

Level 5: Near Complete Power.

Level 6: **PHENOMENAL COSMIC POWER!** (itty bitty living space)