

Ravenclaw

Male; Age: 25; Height: 3' 5"; Weight: 76 lb.

Eyes: brown; Hair: black

Power Level 11, 188 PP, **7 PP left to spend** ; Abilities 48 + Powers 77 + Advantages 27 + Skills 19 (38 ranks) + Defenses 17

Abilities

Strength	0/1	Agility	2	Fighting	2	Awareness	5
Stamina	3	Dexterity	3	Intellect	5	Presence	3

Offense

Initiative: +6

Attack Name

Attack Bonus & Resistance DC

Notes

Fire or Lightning or...: Damage **+9, DC 28** **325/650/1300 ft., Crit 20**
13

Throw **+9, DC 15** **Bludgeon, Crit 20**

Unarmed **+2, DC 15** **Bludgeon, Crit 20**

Powers

Ü Shrunken Mage: Enhanced Trait 3 (4 PP)

Traits: Strength -1 (+0), Intimidation -2 (+1), Stealth +4 (+6), Dodge +2 (+10), Parry +2 (+10);
Feature: -1 Size rank (-3); Permanent (Free - Personal - Permanent)

Ü Base Magic: Variable 1 (9 PP)

Magical, Technological; Action: move, Variable Descriptor: close group - May also be Technology
(Move - Personal - Sustained)

Ü Enchanted Cloak (14 PP)

Removable

Ü Protection 9 (18 PP)

+9 Toughness; Impervious (Personal - Permanent)

Ü Magic Array (50 PP)

Fire or Lightning or...: Damage 13 (2 PP)

[13 active, 44/45 PP, 2/r+2], DC 28; Increased Range: ranged, Variable Descriptor 2: broad group
- Fire or Lightning or... (Standard - Ranged, 325/650/1300 ft. - Instant)

Magic Control: Variable 5 (46 PP)

[0 active, 44/45 PP, 9/r], Magical; Action 2: free, Stacks with: Base Magic: Variable 1 (Free - Personal - Sustained)

Ü Magical Locomotion: Flight 14 (2 PP)

[8 active, 44/45 PP, 2/r], Speed: 500 miles/hour, 1 mile/round (Free - Personal - Sustained)

Advantages

All-out Attack Trade active defense for attack bonus.

Artificer Use Expertise (Magic) to create temporary magical devices.

Attractive Circumstance bonus to interaction based on your looks.

Benefit, Athletics Based on Agility Gain a significant perquisite or fringe benefit.

Connected Call in assistance or favors with a Persuasion check.

Diehard Automatically stabilize when dying.

Equipment 1 5 points of equipment per rank.

Evasion Circumstance bonus to avoid area effects.

Fascinate (Persuasion) Use an interaction skill to entrance others.

Improved Critical 2: ????? +1 to critical threat range with an attack per rank.

Improved Initiative +4 bonus to initiative checks per rank.

Inventor Use Technology to create temporary devices.

Languages 1 Speak and understand additional languages.

Power Attack Trade attack bonus for effect bonus.

Quick Draw Draw a weapon as a free action.

Ranged Attack 6 +1 bonus to ranged attack checks per rank.



Defenses

Dodge **10/8**

Parry **10/8**

Fortitude **5**

Toughness **12**

Impervious: +9

Will **8**

Hero Points: 1



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Advantages

- Ritualist** Use Expertise (Magic) to create and perform rituals.
- Takedown 2** Free extra attack when you incapacitate a minion.
- Teamwork** +5 bonus to support team checks.
- Well-informed** Immediate Investigation or Persuasion check to know something.

Movement

- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Magical Locomotion: Flight 14** - Speed: 500 miles/hour, 1 mile/round
- Routine Jump Distance** - Running jump: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.
- Throwing Distance** - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet

Equipment

- Enchanted transdimensional Commlink 2, to be determined 3**

Complications

- Distinctive Features** Ravenclaw has been cursed to be half the size of a normal man. While he is proportionally "normal," he stands half as tall, as if he had been shrunk in the wash. He is very sensitive about his height and will often be deeply offended if made fun of for it.
- Loyalty** Once Ravenclaw has established a friendship with someone, it is a deep devotion. It takes a great deal to make him turn his back on a friend, but he is also quick to forgive if given the chance.
- Relationship** Ravenclaw is in an on-again, off-again romance with Randi.
- Relationship** Ravenclaw has a pseudodragon familiar named Jade who has been his friend and confidant for many years.

Background Information

Languages: English, Mirish

Skills

	Total	Ranks	Ability	Other
Acrobatics	+5	3	2	
Athletics	+4	2		+2
Deception	+5	2	3	
Expertise: Magic	+13	8	5	
Insight	+5	-	5	
Intimidation	+1	-	3	-2
Investigation	-	-	5	
Perception	+8	3	5	
Persuasion	+10	7	3	
Sleight of Hand	+10	7	3	
Stealth	+6	-	2	+4
Technology	+8	3	5	
Treatment	+6	1	5	
Vehicles	+5	2	3	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

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