

Advantages

Benefit, Status: Original Seven Gain a significant perquisite or fringe benefit.

Daze (Intimidation) Use Deception or Intimidation to daze an opponent.

Improved Critical 2: Magic Blast: Damage 13 +1 to critical threat range with an attack per rank.

Languages 2 Speak and understand additional languages.

Leadership Spend a hero point to remove a condition from an ally.

Power Attack Trade attack bonus for effect bonus.

Ritualist Use Expertise (Magic) to create and perform rituals.

Takedown Free extra attack when you incapacitate a minion.

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)

Displacement Spell: Movement 3 - Dimensional 3: any dimension, 50 lbs.

Interspatial Displacement: Teleport 4 - 500 feet in a move action, carrying 50 lbs.

Mage Flight: Flight 7 - Speed: 250 miles/hour, 0.5 miles/round

Routine Jump Distance - Running jump: 18 ft.; standing: 9 ft.; vertical: 3.6 ft.; standing vert.: 1.8 ft.

Throwing Distance - Throw 25 tons 6 feet; throw 6 tons 30 feet; throw 3200 lbs. 120 feet

Complications

Loyalty The Lich are cursed to unquestioningly serve Dominion by the spell that turned them into Lich and freed them from their imprisonment in Dulling Mire.

Monstrous The Lich are undead creatures that still bear the wounds that killed them.

Stanger in A Strange Land R'th'sh'm was a mage on his home planet of Ukahnna before being brought to Earth and entering a pact with Delfan.

Background Information

Languages: English, Sternzunge, Ukahnian

R'th'sh'm is a native of Ukahnna.

Additional Details

PP earned so far: 1

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-		
Athletics	+8	-	8	
Close Combat: Unarmed	+13	4	9	
Deception	+0	2	-2	
Expertise: Magic	+11	5	6	
Insight	+8	3	5	
Intimidation	+12	2	-2	+12
Investigation	+7	1	6	
Perception	+7	2	5	
Persuasion	+1	3	-2	
Ranged Combat: Spellcasting	+13	13		
Sleight of Hand	-	-		
Stealth	+5	5		
Technology	-	-	6	
Treatment	-	-	6	
Vehicles	-	-		

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; 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