

Name	Night Shade [Gavin Day]			PP Used	60PP
Age	25	Gender	Male	Used	70PP
Height	6'	Eyes	Black	PP	60
Weight	176	Hair	Silver	PL	4
Hero Points		Wealth		Drawbacks	10

Ability	Score	Mod
Strength	10	+
Dexterity	12	+1
Constitution	10	+
Intelligence	12	+1
Wisdom	12	+1
Charisma	12	+1

Abilities Cost	Feat Cost
8	5
Saves Cost	Powers Cost
6	36
Combat Cost	Skills Cost
8	7
Speed: 30ft	

Save	Total	Base	Ab.Mod	Misc.
Toughness	+2	0	0	2
Fortitude	+1	1	0	0
Reflex	+3	2	1	0
Will	+4	3	1	0

DEFENSE MOD	<i>Dodge</i>	<i>Def</i>	<i>Misc+Feats</i>	Carry Capacity	R. Long Jump
+2	+1	1	0	Light: lb	10ft
INITIATIVE MOD	<i>Base</i>	<i>Feat</i>	<i>Power</i>	Med.: lb	S. Long Jump
+5	+1	4	0	Heavy: lb	5ft
BASE ATTACK MOD	<i>Ranged</i>	<i>Melee</i>	<i>Grapple</i>	Max: lb	S. Vertical
+2	+	+	+	P/D: lb	2ft

Feats		5PP
Ritualistic	Ack Sp. (R.Magic)	Equipment
Precise Shot	Improved Init	
Equipment		
Magus Garb	Tome of Magic	
Night Armour		



Drawbacks			Cost		10
Skills	Ability	Skill Mod	Ab. Mod	Rank	Misc
Acrobatics	Dex	+5	1	4	
Bluff	Cha	+1	1	0	
Climb	Str	+2	0	2	
Computers	Int	+1	1	0	
Concentration	Wis	+5	1	4	
Craft: Magic	Int	+4	1	3	
Craft:	Int	+1	1	0	
Diplomacy	Cha	+1	1	0	
Disable Device	Int	+1	1	0	
Disguise	Cha	+1	1	0	
Drive	Dex	+1	1	0	
Escape Artist	Dex	+1	1	0	
Gather Info	Cha	+1	1	0	
Handle Animal	Cha	+1	1	0	
Intimidate	Cha	+1	1	0	
Investigate	Int	+1	1	0	
Know: Arcane Lore	Int	+6	1	5	
Know: Game Lore	Int	+2	1	1	
Know:	Int	+1	1	0	
Language	-	+	0	0	
Medicine	Wis	+1	1	0	
Navigate	Int	+1	1	0	
Notice	Wis	+4	1	3	
Perform:	Cha	+1	1	0	
Pilot	Dex	+1	1	0	
Prof.:	Wis	+1	1	0	
Ride	Dex	+1	1	0	
Search	Int	+1	1	0	
Sense Motive	Wis	+3	1	2	
Sleight of Hand	Dex	+1	1	0	
Stealth	Dex	+5	1	4	
Survival	Wis	+1	1	0	
Swim	Str	+	0	0	
		+	0	0	
		+	0	0	
		+	0	0	
		+	0	0	
Total	Skill PP:	7	Ranks	28	

Drawbacks	Cost:	10
Sonic attack DC+1, Earth attacks DC+1 [2] Sun/Day element effect and Visual Dazzle effects DC +50% [5] Higher level magic [more than his PL] count as distracting, putting a -1 pen on all checks for two rounds [3]		

Powers and Abilities

Name	Template	Cost	7
Flight 2 (20min max/20min cooldown+self charging, power loss wings, good manueverability) Low light vision, adlimb tail, extended hearing, Acute Magic Awareness/detect (Mental)			

Name(device)	Moonlit Arming	Cost	6 Rank	2
Moonlit Edge: Strike 4, penetrating 2, Accurate, Affects Insubsantial Moonlit Pike [Alt]: Strike 4, Accurate, Knockback 3 Moonlit Hawk [Alt]: Strike 4, Accurate, Extended 3				

Lune's Tear	Hard2loose device	Cost	1 Rank[1/r]: 4	Action: Stnd
Power Reserve [rank 7], 14pp Affects Mana Flow and Magic arrays Dw: only magic array Boost: adds dynamic to spells				
Noticeable[d] flow from the gem to body [-1] Action[d] Standard [-2] Reload[f] 5 uses, five hour self charge at night [-3/r]				

Name	Magic Array	Cost	22 Rank[3/r]{9pp}	3
Arcane Missile {O}[Variable element, autofire] 3/r Arcane Missile Barrage {O}[variable element, target.shap] 3/r Shocking Grasp {O}[Tch, Elec., Ink:fort.para.] 3/r Frost Bite {O}[Tch, Cold, aff.obj.,fortbased] 3/r Bright of Moon {O}[f.rnd, rng pen. genbur. sel. dam/w.daze/f.dazl 1min][1min reload, drain all magic=rank] [aff.insub] 2/r+1 Mage Armour {S}[boost dge./tgh.][slowfade] 2/r+1 Recovery {S}[touch, boost regeneration, slow fade] 1/r+1 Zone of Darkness {S}[sel., ind.] 3/r Teleport {S}[aff.oth, std-atn, ranged] 3/r Mirage Shadow {S}[10rnds, stn-atn, 50% miss, 50% flatfoot] 8pp Stripping Wind {C}[rng, imp.disarm, vsWill, priority: weap., arm., clth.] 2/r+1 Clearing Wind {C}[rng trip+knckback, cone, -2 1/2 max in.] 3/r Shocking Bind {C}[rng. autofire fort paralyse, -1 reflex] 3/r Sensations {C}[will based percep. nauseate] 3/r Emotion Control {C}[perc., ind., burst] 3/r Translocate {C}[teleport atk, castling, 25ft/r] 3/r Mana Lock {C}[null magic, gen.area, conc, f.rnd, disc.] 3/r Telum ventus/fulgar/gelus/etc Telum Imber [elem.] Tenere Fulmen Tenere Gelum <u>Invoco te in Mare Luna ostende virtutem; Summi Lunae lumen!</u> Armatus Beo Zephyrus Pars Nox Campe Aura Figme Nox Flans Exarmatio Flans Ruptis Alligo Fulmen Gaudens Spiritus [emotion] Exanimo Aura Tenuit ventus eurus, anima spiritus				

Flaws/Extra/Draw.	All spells: words required [-1], Magic Missiles: power loss pin arms, Em.Con.: slow fade/noticeable, Translocate: -2PP(distance) /+2(progression)
Power Feats	Alt powerx16, split attack (optional) on missile, sel+imp.trip on Clearing
Spell Phrase modifier	Mei {target: self}. Tui {benign affect others, single target}. Nos {affect others and self}. Te {malicious affect others}. Illa {Malicious area}