

Young Mystic

ARCHETYPE

CHARACTER
TYPE
WHITE HAT

Life Points 26 Drama Points 20

Attributes (15)

Strength 2
Dexterity 2
Constitution 2
Intelligence 2
Perception 3
Willpower 4

Qualities (10 + 2 from Drawbacks)

Empathy (2)
Psychic Visions (1)
Psychometry (4)
Situational Awareness (2)
The Sight (3)

Drawbacks (5)

Honorable (Minimal) (1)
Misfit (2)
Teenager (2)

Skills (15 + 3 from Drawbacks)

Acrobatics 3	Knowledge 2
Art 0	Kung Fu 3
Computers 0	Languages 0
Crime 0	Mr. Fix-It 0
Doctor 0	Notice 5
Driving 1	Occultism 3
Getting Medieval 1	Science 0
Gun Fu 0	Sports 0
Influence 0	Wild Card 0

Maneuvers	Bonus	Base Damage	Notes
Dodge	5	—	Defense action
Magic	7	Varies	By spell
Punch	5	4	Bash

