

NIGHTVEIL



Consultant on subjects mystical and magickal

Real Name	Soraya Morgan	Team Name	Height	5' 5"	
Identity	Secret ID	Gender	Female	Weight	134 lbs
Origin	Mystical	Age	26	Hair	Brown
Player	Brandon Blackmoor	Size	Medium	Eyes	Brown

Power Level	10	Power Points	162
Max Attack	8	Max Defense	8
Max Save DC	12	Max Toughness	12

ABILITIES

	MODIFIER	TOTAL	BASE	MISC
STRENGTH	+0	10	10	0
DEXTERITY	+1	12	12	0
CONSTITUTION	+0	10	10	0
INTELLIGENCE	+3	16	16	0
WISDOM	+5	20	20	0
CHARISMA	+4	18	18	0

SKILLS

Acrobatics	4 (+5)
Bluff	(+4)
Climb	(+0)
Computers*	(+3)
Concentration	6 (+11)
Craft*	(+3)
	(+3)
	(+3)
	(+3)
Diplomacy	(+4)
Disable Device*	(+3)
Disguise	(+4)
Drive*	(+1)
Escape Artist	(+1)
Gather Info	(+4)
Handle Animal	(+4)
Intimidate	(+4)
Investigate*	(+3)
Knowledge*	
-Arcane Lore	12 (+15)
-Business	4 (+7)
-History	6 (+9)
-Theology/Philosophy	8 (+11)
	(+3)
	(+3)
	(+3)

RANK POWERS & EQUIPMENT SAVE

15	Sorcery [Array 15]	
10	[a] Aetheric bolts [Blast 10; Affects Insubstantial, full power (+2 feat); Homing (+1 feat); Split attack, 5 targets (+4 feat)]	25:TGH
12	[a] Arcane interruption [Nullify 12, all magical powers]	22:WIL
6	[a] Astral Form 6 (20 mi.)	21:TGH
10	[a] Balefire [Blast 10; Penetrating (+1 extra)]	25:TGH
12	[a] Bolt of bedevilment [Confuse 12; Reversible (+1 feat)]	22:WIL
8	[a] Cthya's blessing [Illusion 8, all senses; Phantasms (-1 flaw)]	18:WIL
12	[a] Crimson cage of Cyttorak [Snare 12]	22:REF
3	[a] Doorways in the sand [Super-Movement 3 (Dimensional movement, any dimension); Portal (+2 extra); Progression: up to 100' x 100' portal (+4 feat)]	
8	[a] Doorways in the sky [Teleport 8: 800 ft./2,000 mi.; Accurate (+1 extra); Progression: Mass, 2,500 lbs. (+4 feat); Change Direction (+1 feat); Change Velocity (+1 feat)]	18:REF
7	[a] Eye of Zagyg [ESP 7: all senses, 200 mi.; Subtle: undetectable (+2 feat)]	
5	[a] Power of Proteus [Transform 5: anything to anything, 25 lbs.; Continuous (+1 extra); Touch (-1 flaw)]	15:FRT
10	[a] Spiritwrack [Nauseate 10 (pain); Alternate Save: Will (+0 extra); Extended reach: 20 ft. (+4 feat)]	20:WIL
14	[a] Telepathy 12 {and} Comprehend 2: languages	
12	[a] Tendrils of Tindalos [Telekinesis 12; Affects Insubstantial, full Power (+2 feat); Precise (+1 feat); Subtle DC 20 Notice check (+1 feat)]	
4	Super-Senses 4: Magical Awareness (acute, extended +1, radius) Periapt of Ptah (Device, hard to lose)	
3	Flight 3 (50 mph), Affects others (+1 extra), Progression: 5 others (+2 feat)	
6	Force Field 6	
6	Versatex bodysuit (Device, hard to lose) [Protection 6]	

SAVING THROWS

	TOTAL	BASE	ABILITIES	MISC
TOUGHNESS	+12	+0	+0	+0
FORTITUDE	+5	+5	+0	+0
REFLEX	+6	+5	+1	+0
WILL	+12	+7	+5	+0

Protection: 6
Force Field: 6

Knockback: 6 / Flat: 3

COMBAT

	BASE	MELEE	RANGED
ATTACK	+6	+6	+8

Unarmed +0 (Bruise)

	TOTAL	BASE	MISC MODIFIERS	SIZE MODIFIER
DEFENSE	+8/+4	+8	+0	+0

	TOTAL	DEX	POWER	FEAT
INITIATIVE	+1	+1	+0	+0

HERO POINTS	6
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Reputation

DRAWBACKS

Power Loss: Unable to speak and gesture [UC: DC 15] [Min: DC 5]

HITS & CONDITIONS

ROLL	NORMAL	LETHAL
FAIL 4-	BRUISED	+ INJURED
FAIL 5+	STUNNED + BRUISED	+ INJURED
FAIL 10+	STAGGERED + STUNNED	+ DISABLED
FAIL 15+	UNCONSCIOUS	+ DYING

Abilities 26 + Skills 14 (56 ranks) + Feats 15 + Powers 63 + Combat 28 + Saves 17 - Drawbacks -1 = 162 / 162

Language	4
English, Egyptian, Hebrew, Latin, Mabrahoring, Mayan, Spanish, Sumerian	
Medicine*	(+5)
Notice	5 (+10)
Perform*	(+4)
	(+4)
	(+4)
Pilot*	(+1)
PS: Book store owner	2 (+7)
Ride*	(+1)
Search	5 (+8)
Sense Motive	(+5)
Sleight of Hand*	(+1)
Stealth	(+1)
Survival	(+5)
Swim	(+0)

MOVEMENT

Base Move: 30 ft/60 ft/120 ft
Leaping: 10 ft/5 ft/0 ft
Flight: 450 ft (50 mph)
Teleport: 800 ft (2,000 mi)

LIFTING

Light: 33 lbs
Med: 66 lbs
Heavy: 100 lbs
Max: 200 lbs (500 lbs)

FEATS

Attack Focus, Ranged (2)	+2 bonus to ranged attack rolls
Equipment (2)	Umbr Solis (Headquarters)
Fearless	Immunity to fear effects
Leadership	Spend hero point to remove condition from ally
Luck (5)	+5 hero points
Quick Change (2)	Change into any outfit at will
Ritualist	Can create and cast arcane rituals
Trance	Go into a deathlike trance that slows breathing

NIGHTVEIL POWER LEVEL: 10 POWER POINTS: 162

CONDITIONS

Blinded: 50% miss chance, no dodge bonus, -2 DEF, -4 STR & DEX.
 Bruised: -1 cumulative Toughness save against nonlethal damage.
 Dazed: can take no actions, keeps dodge bonus.
 Deafened: cannot hear, -4 Initiative.
 Disabled: single action per round. Strenuous actions = dying.
 Dying: Fort save DC 10 or die. +1 DC to save per hour.
 Entangled: -2 Attack & Defense, -4 DEX, move half speed.
 Exhausted: 1/2 speed, -6 STR & DEX, -3 Attack & Defense.
 Fatigued: no run or charge, -2 STR & DEX, -1 Attack & Defense.
 Grappled: can only make simple attack or break free of grapple.
 Helpless: +4 to be hit in melee, 5 Defense.
 Injured: -1 cumulative Toughness save against lethal damage.
 Invisible: +2 Attack, 50% chance miss to be hit.
 Nauseated: move actions only, Fort save DC 10+ power rank.
 Paralyzed: 0 STR & DEX, 5 Defense, can take mental actions.
 Pinned: held immobile in grapple, no dodge bonus, -4 Defense.
 Prone: -4 Attack melee, -4 Defense melee, +4 Defense ranged.
 Shaken: -2 to all saves and checks.
 Sickened: -2 to all attack rolls and checks.
 Slowed: one move or standard action per round. Move at half speed. -1 Attack, Defense, Reflex saves.
 Staggered: one move or standard action per round.
 Stunned: stunned for 1 round, lose dodge bonus, -2 Defense.
 Unconscious: knocked out & helpless.

EXTRA EFFORT

Check Bonus: +2 STR bonus on a single check.
 Increase Carry Capacity: +5 STR carry capacity for one round.
 Increase Movement: double movement speed for one round.
 Increase Power: +2 ranks to a power.
 Gain Power Feat: add power feat until end of encounter.
 Willpower: additional Will save with lasting effect.
 Surge: gain additional standard or move action.

HERO POINTS

Improve Roll: re-roll an action. Minimum 10 + lowest roll.
 Improve Defense: +5 Defense for one round.
 Heroic Feat: add 1 feat rank per hero point (no Fortune feats).
 Dodge: double dodge bonus for one round.
 Instant Counter: counter a power used against you.
 Recover: shake off staggered, disabled, or fatigue condition.
 Escape Death: stabilizes dying condition.
 Inspiration: hint, clue, or other help from GM.

GAME INFO

Player: Brandon Blackmoor
 Email: bblackmoor@blackgate.net
 Campaign: WestGuard
 GM:

TEAM NAME

City:
 Base:
 Members:

TEAM NOTES

Nightveil is an associate member of WestGuard, the primary Los Angeles superhero group. In this capacity, she is generally consulted when the team encounters what appears to be an arcane or supernatural menace. However, she is not always available, having both a "real job" at the book store and other less mundane obligations. Nightveil is also a member of the New York Institute For Parapsychological Research, a privately funded supernatural consulting firm located on the island of Manhattan in New York, New York.

NPCS

PERSONAL DETAILS

Real Name: Soraya Morgan
 Nationality: American
 Ethnicity: Caucasian
 Occupation: Bookstore owner
 Origin: Mystical
 First Appearance: 2004
 Allegiance: Cause
 Motivation: Goodness

APPEARANCE

Gender: Female
 Age: 26
 Height: 5' 5"
 Weight: 134 lbs
 Hair: Brown
 Eyes: Brown

Soraya is an attractive olive-skinned young woman with long curly black hair. She typically dresses fairly simply, but appropriately for the local weather. In Boston, she often wears jeans and cable knit sweaters, while she tends toward jeans and t-shirts, or possibly shorts and a halter top if the weather is particularly warm. While acting as Nightveil, she wears a black reinforced bodysuit complemented with purple boots, gloves, belt, thigh-length cape, and a purple X-shaped section on the torso. She conceals her face with a stylized domino mask, which is sufficient to protect her anonymity.

PERSONALITY

"Gods say a lot of things. Not all of them are true."

Soraya is curious and relentlessly upbeat. She has seen the horrors lurking beyond our world, but she persists in the belief that honor, hope, and courage will prevail against them. This can make Soraya seem flighty, or vacuous, but that's a false impression. She takes her role as Nightveil very seriously, and she works very hard to be worthy of the trust which has been placed in her. Her lighthearted manner is evidence of her inexperience: she is still somewhat in awe of the powers at her command, the limits of which she has yet to truly test. She has supreme confidence that she will be able to deal with anything that comes her way, and she never fails to find hope and optimism in even the most dire circumstances. This relentless optimism is part of why Christine Somerset selected Soraya.

TACTICS

Nightveil is capable of doing nearly anything she can imagine, but her inexperience prevents her from making full use of her abilities. In combat, she tends to focus on a few spells and arcane artifacts which are most familiar to her. With time and preparation, both the variety and the sheer power of her spells is greatly improved. The more time she has to consider her options, the more dangerous she becomes.

BACKGROUND

Soraya Morgan had always been a little different. While other young girls dreamed of princes and ponies, Soraya dreamed of Peter Pan and Pippi Longstocking. When other young women were reading Cosmopolitan and Judy Blume, Soraya was reading Drawing Down The Moon and Mary Stuart. Soraya worked her way through college by working part-time at Umbra Solis, an occult bookstore in historic downtown Boston. When she graduated from school (double majors in History and Women's Studies), she was promoted to manager of the book store, and has worked there ever since. It was while working at the book store that Soraya met Christine Somerset, one of the more popular authors of occult non-fiction, and, in Soraya's opinion, one of the few weren't completely full of hot air. Ms. Somerset and Soraya took a liking to each other, and over the next few years Ms. Somerset took Soraya under her wing, teaching her aspects of the Arts which she would never feel safe putting into a popular book. It was under Christine Somerset's tutelage that Soraya was able to work her first real magick. Soraya's world would never be the same. And yet, the greatest revelation was yet to come.

Thirteen months after Soraya's first "working", Christine revealed that was more than an author of pop occult books, more than a solitary practitioner of charms and illusions. She was a sorceress who had spent much of her adult life in the endless battle against the dark forces lurking at the edge of the mortal world. She was not only Christine Somerset: she was Nightveil, a guardian of light and hope against the endless gnawing darkness which will eventually claim all. But while her power was at its height, her body was no longer that of a young woman. Her strength and stamina were not what they once were. She needed to find an heir. Soraya became that heir. Christine passed on much of her knowledge and tools to Soraya, and the role of Nightveil passed on to a new generation. A minor side effect of her powers is that Soraya's material needs -- food, clothing, shelter -- are no longer a significant concern. Through judicious use of magic, Soraya can obtain nearly any material good she requires. Her desires are modest, however: the only significant expenditure she has made since being granted the role of Nightveil has been to purchase Umbra Solis from the previous owner, who wished to retire to Miami but could not afford to do so.

Rank	Time	Value	Extended Range
1	3 seconds	1	10 ft
2	6 seconds	2	100 ft
3	1 minute	5	1,000 ft
4	5 minutes	10	1 mi
5	20 minutes	25	5 mi
6	1 hour	50	20 mi
7	5 hours	100	200 mi
8	1 day	250	2,000 mi
9	1 week	500	20,000 mi
10	1 month	1000	200,000 mi
11	3 months	2500	2 million mi
12	1 year	5000	20 million mi
13	5 years	10000	200 million mi
14	10 years	25000	2 billion mi
15	50 years	50000	Solar system
16	100 years	100000	Nearby stars
17	500 years	250000	Distant stars
18	1,000 years	500000	Galaxy
19	5,000 years	1000000	Nearby galaxies
20	10,000 years	2500000	Universe

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