



# DOCTOR STRANGE

Stephen "Steve" Vincent Strange

|                                         |                 |                                    |             |
|-----------------------------------------|-----------------|------------------------------------|-------------|
| FIGHTING<br><i>melee</i>                | GOOD (10)       | HEALTH<br><i>F+A+S+E</i>           | 66          |
| AGILITY<br><i>ranged · dodge</i>        | EXCELLENT (20)  | KARMA<br><i>R+I+P</i>              | 185         |
| STRENGTH<br><i>damage · grapple</i>     | TYPICAL (6)     | RESOURCES<br><i>afford by rank</i> | GOOD (10)   |
| ENDURANCE<br><i>stamina · resist</i>    | REMARKABLE (30) | POPULARITY<br><i>fame</i>          | SHIFT-0 (0) |
| REASON<br><i>knowledge · invent</i>     | GOOD (10)       |                                    |             |
| INTUITION<br><i>senses · initiative</i> | MONSTROUS (75)  |                                    |             |
| PSYCHE<br><i>willpower · magic</i>      | UNEARTHLY (100) |                                    |             |

|                                           |                                         |
|-------------------------------------------|-----------------------------------------|
| GROUND<br>1 AREA                          | AIR<br>20 AREAS<br>INCREDIBLE · 300 MPH |
| ASTRAL<br>40 AREAS<br>UNEARTHLY · 600 MPH |                                         |

## POWERS

|          |                                                               |           |                                                                            |
|----------|---------------------------------------------------------------|-----------|----------------------------------------------------------------------------|
| ABSORBED | <i>the number = how much damage this armor blocks per hit</i> | INTENSITY | <i>the number = how hard for targets to resist (their FEAT difficulty)</i> |
| MOVEMENT | <i>see Movement block above for areas/turn + mph</i>          |           |                                                                            |

|                                                                    |                 |                                                                                                            |
|--------------------------------------------------------------------|-----------------|------------------------------------------------------------------------------------------------------------|
| ALTERATION—APPEARANCE                                              | AMAZING (50)    | Amazing. Doctor Strange can change his own appearance as well as the appearance of those in the same area. |
| ASTRAL PROJECTION                                                  | UNEARTHLY (100) |                                                                                                            |
|                                                                    | MOVEMENT        |                                                                                                            |
| LEVITATION                                                         | INCREDIBLE (40) |                                                                                                            |
|                                                                    | MOVEMENT        |                                                                                                            |
| SHIELD—INDIVIDUAL                                                  | AMAZING (50)    |                                                                                                            |
|                                                                    | ABSORBED        |                                                                                                            |
| TELEPATHY                                                          | UNEARTHLY (100) |                                                                                                            |
|                                                                    | INTENSITY       |                                                                                                            |
| ALL OTHER PERSONAL SPELLS HE MAY USE ARE OF AN AMAZING POWER RANK. |                 |                                                                                                            |

## EQUIPMENT

|  |                                                                                                                                                                     |
|--|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | The names suggests that these two items were made by Watoomb itself, and if this is not the case, once owned by him. The exact origin of these amulets are unknown. |
|  | As an object of 'white magic' it can be only operated by a person possessing pure thoughts and a clean soul.                                                        |
|  | For protection the Orb is kept in a magical container that can only be opened by a magical spell.                                                                   |

## CONTACTS

|                                                                |                     |                             |          |        |
|----------------------------------------------------------------|---------------------|-----------------------------|----------|--------|
| SCARLET WITCH                                                  | AGATHA HARKNESS     | HARGOTH                     | VISHANTI | DYZAKK |
| FALROTH... HE PROBABLY KNOWS OTHER MYSTICAL CONTACTS BUT THOSE | LIKE HIS BACKGROUND | REMAINS SHROUDED IN MYSTERY |          |        |