



PROFESSOR X

Charles Francis Xavier

FIGHTING <i>melee</i>	GOOD (10)	HEALTH <i>F+A+S+E</i>	56
AGILITY <i>ranged · dodge</i>	GOOD (10)	KARMA <i>R+I+P</i>	165
STRENGTH <i>damage · grapple</i>	TYPICAL (6)	RESOURCES <i>afford by rank</i>	MONSTROUS (75)
ENDURANCE <i>stamina · resist</i>	REMARKABLE (30)	POPULARITY <i>fame</i>	REMARKABLE (30)
REASON <i>knowledge · invent</i>	INCREDIBLE (40)		
INTUITION <i>senses · initiative</i>	AMAZING (50)		
PSYCHE <i>willpower · magic</i>	MONSTROUS (75)		

MOVEMENT

GROUND 1 AREA	ASTRAL 30 AREAS MONSTROUS · 450 MPH
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TALENTS

GENETICS	ELECTRONICS	ENGINEERING	MILITARY
MULTI-LINGUAL	PSYCHOANALYSIS	TRAINING	MEDICINE
COMPUTERS	TEACHING		

POWERS

DAMAGE	<i>the number = how much damage this hit deals</i>	ABSORBED	<i>the number = how much damage this armor blocks per hit</i>
SENSE	<i>the number = how sharp this sense is (intensity it detects through)</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>	EN	<i>energy attack — roll Agility on the Universal Table</i>

TELEPATHY	UNEARTHLY (100) INTENSITY	Unearthly ability to project his thoughts, hear the thoughts of others and read minds. Charles Xavier is a self-taught master of the psychic arts and has learned many, many different power stunts and abilities some of which are presented below.
→ TELEPATHIC ILLUSIONS	MONSTROUS (75) INTENSITY	he can create realistic telepathic illusions at Monstrous ability.
→ HE CAN ALTER THE APPARENT APPEARANCE OF HIMSELF AND OTHERS BY ALTERING THE PERCEPTIONS OF THOSE AROUND HIM AT MONSTROUS ABILITY.		
→ MIND CONTROL	MONSTROUS (75) INTENSITY	he can control the thoughts and actions of others, if he so chooses he can also possess the mind of another, and use that body as his own at Monstrous ability.
→ PERSONALITY ALTERATION	MONSTROUS (75)	he can alter the minds of others, thus permanently changing their personality at Monstrous ability.
→ MENTAL PARALYSIS	MONSTROUS (75)	he can induce temporary paralysis at Monstrous ability.
→ MENTAL AMNESIA	MONSTROUS (75)	he can erase any awareness of particular memories or cause total amnesia at Monstrous ability.
→ ERASE A PERSON'S MEMORIES AND TO HEAL MENTAL TRAUMA THROUGH "PSYCHIC SURGERY"	MONSTROUS (75)	at Monstrous ability.
→ THE POWER TO STIMULATE OR DEADEN THE PAIN AND PLEASURE CENTERS IN A PERSONS BRAIN AT MONSTROUS ABILITY.		
→ MIND TRANSFERRAL	MONSTROUS (75)	he can transfer both his mind and powers into another body if his own was somehow killed at Monstrous ability.
→ MENTAL SEDATING	MONSTROUS (75)	Can telepathically "sedate" his victims by putting them to sleep mentally at Monstrous ability.
→ POWER INHIBITION	MONSTROUS (75)	Ability to place "psychic inhibitors" in the minds of adversaries to prevent them from using their powers at Monstrous ability.
→ MIND LINK	MONSTROUS (75)	Ability to develop a mental link with any person which remains as a connection to that individual or individuals (up to 8) for as long as he concentrates on it with Monstrous ability.
→ MIND BLAST	DAMAGE EN	he can project psychic energy at power rank ability, over a 3 area range.
→ LINGUISTICS	INCREDIBLE (40)	Charles can psychically translate and comprehend other languages at Incredible ability.
→ CHARLES CAN TEACH LANGUAGES TO A CHARACTER (AT THE COST OF LEARNING A NEW LANGUAGE-500 KARMA) OVER NIGHT.		
→ PSI DETECTION	MONSTROUS (75) SENSE	he can sense other telepaths, the use of psionics or mental signatures left behind in an area at Monstrous ability over a 6 area range.
→ PSI-SCREEN	UNEARTHLY (100) ABSORBED	Ability to erect a psychic shield for protection of himself and of others minds at Unearthly ability for him, Monstrous if shielding others as well.
→ ASTRAL PROJECTION	MONSTROUS (75) MOVEMENT EN	He can project his astral form from his body onto Astral Plane or the physical plane. In the physical plane he can travel in astral form over vast distances this ability functions at Monstrous level. Charles may attack from the astral plane using his mind blast power at power rank damage.
TELEKINESIS	POOR (4) INTENSITY	Poor ability to move matter with his mind, this ability seems to allow his body to work if it were otherwise paralyzed.

EQUIPMENT

A wheel chair (Hover or standard), any piece of equipment that the X-Men have or use, Cerebro.
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CONTACTS

THE X-MEN (CURRENT

PAST

FUTURE)

THE NEW MUTANTS

ANY OF THE OTHER X-RELATED TEAMS

MAGNETO

THE SHI'AR EMPIRE

THE AVENGERS

FANTASTIC FOUR

THE F.B.I

S.H.I.E.L.D