

# JUMPED-UP DABBLER

## POWER LEVEL 12

STR	DEH	CON	INT	WIS	CHA
+0	+0	+0	+1	+0	+0
10	10	10	12	10	10

  

TOUGHNESS	FORTITUDE	REFLEX	WILL
+18/+0*	+2	+2	+14/+4*

\*Without Item of Power

**Skills:** Concentration 6 (+6), Craft (choose one) 4 (+5), Knowledge (arcane lore) 6 (+7), Knowledge (history) 4 (+5), Knowledge (theology and philosophy) 4 (+5), Sense Motive 4 (+4)

**Feats:** Attack Focus (ranged) 4, Beginner's Luck, Dodge Focus 2, Luck 3

### Powers:

**Device 20** (Item of Power, hard to lose)

*Item of Power:* **Immunity 10** (life support, own powers), **Magic 18 (Blast 18)** plus up to 8 other spells, **Mind Shield 10**, **Protection 18** (Impervious)

**Combat:** Attack +2 (melee), +6 (ranged), Grapple +2, Damage +0 (unarmed), +18 (blast), Defense +6 (+2 flat-footed), Knockback -18, Initiative +0

**Drawbacks:** Normal Identity (without Item of Power, -1 point)

**Abilities 2 + Skills 7 (28 ranks) + Feats 10 + Powers 80 + Combat 12 + Saves 8 - Drawbacks 1 = Total 118**

"THE FOOLS ALL LAUGHED AT ME... LET'S SEE IF THEY LAUGH AT THE STAFF OF THE NECRO-KINGS!"



The Jumper-Up Dabbler is a nobody, a mere novice, a magical has-been or wanna-be, if it weren't for a strange twist of fate that placed a powerful magical talisman into his hands, suddenly making him the equal of a master mage, if not more.

Now, the Dabbler means to use this newfound power to get everything he ever wanted, including revenge on all those so-called "masters" who consider themselves above him. He'll show them all what *real* power can do!

The Dabbler is a terribly unbalanced character: tremendous power in the hands of someone who is barely Power Level 3 otherwise. Note the Impervious Protection granted by the Item of Power makes him virtually immune to a direct assault: a damage bonus of +17 or less simply bounces off! He's likewise highly resistant to mental assault and immune to mortal concerns like having to breathe. Still, he's far from invulnerable. The Dabbler's weaknesses lie in human frailties: a fairly low Concentration bonus for maintaining those powerful Sustained effects and a poor Sense Motive and Will save for resisting things like Bluff and (ironically) Intimidate, which can make him blink.