

SULEIMAN/SULLY THE DJINN



SITUATIONS

- My mortal lover, dying of old age (DNPC: Physical, Significantly Limiting: 5 pts)
- The sorcerer I escaped from a century ago (Hunted: 1 person, includes superpowers, manipulative intentions: 15 pts)
- Who's that spooky guy in the cloak? — Unusual Looks: 11- (10 pts)
- I must get back to my lamp! — Dependence (20 pts)
- You WILL grant my wish! — Side Effects: When someone holds my lamp, can inflict 2d6 Destructive Lethal Weaken to Ego (40 pts)
- Sick of immortality (Psychological, sometimes) (5 pts)
- In love with life, in love with love (Psychological, sometimes) (5 pts)

CHARACTERISTICS

- Strength 4d6 (10 pts)
- Presence 3d6 (5 pts)
- Defense 10
- Speed 3 (20 pts)
- Body 12 (20 pts)
- Dexterity 13 (20 pts)
- Intelligence 11
- Ego 11
- Recovery: 12
- Stunned: 12
- Knockout: 24
- Endurance: 36 _____ / _____

=65 pts

SKILLS

- Detective Work (5 pts)
- Security Systems (5 pts)
- Stealth (5 pts)

=15 pts

POWERS

- **Like smoke through a keyhole!** — Desolid (30 pts)
 - 6 Body can be passed through
 - Can't pass through the substance of my Lamp
 - 15 hexes of Flight while phasing
 - 1 END/2 hexes
 - 6 pts Resistance Defense
 - *2 Endurance = 2 Body phased/2 pts Resistant Defense*
- **My scimitars are drawn from my very soul!** — Blast 2d6 (23 pts)
 - Strike, adds to normal damage (+ $\frac{3}{4}$)
 - Piercing (+ $\frac{1}{2}$)
 - 1 END/die of Blast
- **I am what I imagine!** — Stretching (20 pts)
 - 4 hexes
 - 1 END/hex
 - *No cost for maintaining a shape or returning to normal*
- **There's a laboratory in my Lamp!** — Variable Power Pool (37 pts)
 - Control: 15, Limited: Can't change up VPP unless I can get into my Lamp
 - 30 Points in the Pool

VARIABLE POWER POOL

=120 pts