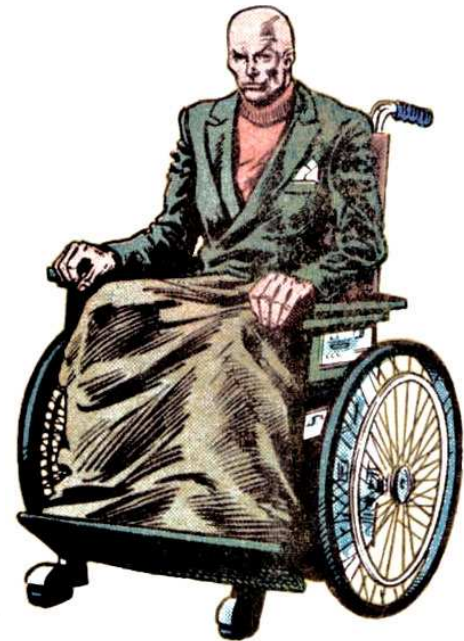


PROFESSOR XAVIER

Identity: Charles Xavier
Group Affiliation: X-Men
Base of Operations: Xavier's School for Gifted Youngsters, New York
Side: Good
Sex: Male
Height: 6'
Hair: Bald (Blond in childhood)
Eyes: Blue
Level: 18th
Experience: 230,000
Training: -1 PR Cost to Mind Probe (Telepathy)



Powers:

- 1. Astral Projection:** PR 10 (includes Training Bonuses) per hour. Xavier's astral form can move with a speed of 240 miles per turn.
- 2. Heightened Intelligence A +12**
- 3. Heightened Senses:** Xavier is sensitive to the mental wavelengths of mutants. Range 2". No PR cost. He can use Cerebro to vastly extend the range of this power.
- 4. Mind Control:** Xavier can
- 5. Psionics (Mind Bolts):** Xavier can fire bolts of pure mental energy at a target. Attacks as Paralysis Ray. +4 to Hit (includes Training Bonuses), Range 40", 2d10 + 4 Damage (includes Training Bonuses) to Power only. PR 3/shot.
- 6. Telepathy:** Maximum Range (radius) 240". Thought Scan PR 1. PR 3 for Mind Probe (includes Training Bonuses).
- 7. Willpower (Psychic Shields):** Type A. Willpower Defense: PR 1 per turn.
- 8. Weakness (Physical Handicap):** Professor Xavier cannot walk. He uses a wheelchair to move around. Without the wheelchair, Xavier can drag himself along the ground with a rate of 3" (if he could walk, his base ground movement would be 46"). His wheelchair moves at a speed of 24" (Str x2 inches).
Note: Professor Xavier does not gain the Prejudice Weakness because the majority of the public do not realize that he is a mutant.

Weight: 190 lbs.
Strength: 12
Agility: 14
Charisma: 32
Hit Mod. (1.2) (2.2) (1.3) (1.5) = 5.148
Damage Mod.: +3
Accuracy: +1
Carrying Capacity: 354 lbs.
Movement Rates: 3" crawl, 24" wheelchair.
Det. Hidden: 18%
Inventing Points: 43.2

Basic Hits: 4
Endurance: 20
Intelligence: 24
Reactions from: Good: +5 Evil: -5
Hit Points: 21
Healing Rate: 2.0
Power: 70
Basic HTH Damage: 1d6
Det. Danger: 22%
Inventing (72%):

Knowledge Areas: Scientist (Genetics) & Research/Technology (Electronics)

Origin and Background: (American) Charles Xavier is the founding mentor to the X-Men.

Training Bonuses: (2) +1 Endurance, (3) +1 Accuracy with Psionics (Mind Bolts), (4) +1 Damage with Psionics (Mind Bolts), (5) +1 Endurance, (6) +1 Accuracy with Psionics (Mind Bolts), (7) +1 Damage with Psionics (Mind Bolts), (8) +1 Endurance, (9) +1 Accuracy with Psionics (Mind Bolts), (10) +1 Damage with Psionics (Mind Bolts), (11) -1 PR cost for Astral Projection, (12) -1 PR Cost to Mind Probe (Telepathy), (13) +1 Endurance, (14) -1 PR cost for Astral Projection, (15) +1 Accuracy with Psionics (Mind Bolts), (16) +1 Damage with Psionics (Mind Bolts), (17) +1 Endurance, (18) -1 PR Cost to Mind Probe (Telepathy)

Legal Status: Citizen of the United States with no criminal record.

To Hit (Mind Bolts/Paralysis Ray): +5

Damage (Mind Bolts/Paralysis Ray): 3d10 + 7

To Hit (Unarmed HTH): +1

Damage (Unarmed HTH): 1d6 + 3