

Dr. Stephen Strange

Male; Age: 40; Height: 5' 10"; Weight: 175 lb.

Eyes: Brown; Hair: Black with some gray

Power Level 14, 210 PP; Abilities 66 + Powers 90 + Advantages 12 + Skills 19 (38 ranks) + Defenses 23

Abilities

Strength	2	Agility	2	Fighting	5	Awareness	8
Stamina	3	Dexterity	3	Intellect	5	Presence	5

Offense

Initiative: +2

Attack Name	Attack Bonus & Resistance DC	Notes
Bolts of Bedevilment: Damage 16	+12, DC 31	400/800/1600 ft., Crit 20
Hand of Heshem: Move Object 15	+12, DC 25	375/750/1500 ft., Crit 20
Throw	+8, DC 17	Bludgeon, Crit 20
Unarmed	+5, DC 17	Bludgeon, Crit 20

Powers

Astral Projection: Remote Sensing 8 (27 PP)

Affects: 3 Types, inc. Visual - Visual, Aural, and Mental, Range: 1 mile; Subtle 2: looks normal; Side Effect: on failure - physical body is defenseless and immobile (*Free - Rank - Sustained*)

✓ Linked Effects (*alternate*)

✓ Levitation: Flight 4 (*linked*)

Speed: 30 miles/hour, 500 feet/round (*Free - Personal - Sustained*)

✓ Mystic Shield: Protection 9 (*linked*)

+9 Toughness; Impervious, Sustained (*Free - Personal - Sustained*)

✓ Mystical Awareness: Senses 3 (3 PP)

Analytical: Mystic, Awareness: Mystic, Radius: Mystic (*Personal - Permanent*)

✓ Spells of the Sorcerer Supreme (60 PP)

Bolts of Bedevilment: Damage 16 (2 PP)

[0 active, 0/45 PP, 2/r], DC 31; Increased Range: ranged (*Standard - Ranged, 400/800/1600 ft. - Instant*)

Hand of Heshem: Move Object 15 (2 PP)

[0 active, 0/45 PP, 2/r+2], 800 tons; Precise, Subtle: subtle (*Standard - Ranged, 375/750/1500 ft. - Sustained*)

Holy Hosts of Heshem: Nullify 10 (2 PP)

[0 active, 0/45 PP, 3/r], Counters: Magic, DC 20; Broad, Simultaneous (*Standard - Ranged, 250/500/1000 ft. - Instant*)

Illusions of Idolon: Illusion 7 (2 PP)

[0 active, 0/45 PP, 6/r], Affects: All Sense Types, Area: 250 cft., DC 17; Illusion Area, Selective; Resistible: Will (*Standard - Perception - Sustained*)

Mystical Constructs: Create 10 (2 PP)

[0 active, 0/45 PP, 3/r+3], Volume: 1000 cft., DC 20; Increased Duration: continuous, Innate, Subtle: look natural, Subtle: subtle (*Standard - Ranged, 250/500/1000 ft. - Continuous*)

Seventh Wheel of Weyan: Movement 5 (2 PP)

[0 active, 0/45 PP, 4/r+4], Dimensional 3: any dimension, 800 lbs., Safe Fall, Water Walking 1: you sink if you are prone; Increased Mass 4, Portal (*Free - Personal - Sustained*)

Shining Shackles of Sirrion: Affliction 15 (2 PP)

[0 active, 0/45 PP, 2/r], 1st degree: Hindered, Vulnerable, 2nd degree: Defenseless, Immobile, Resisted by: Will, DC 25; Extra Condition, Increased Range: ranged; Limited Degree (*Standard - Ranged, 375/750/1500 ft. - Instant*)

Sling Ring: Teleport 9 (46 PP)

[0 active, 0/45 PP, 5/r], 2 miles in a move action, carrying 50 lbs.; Easy, Extended: 500 miles in 2 move actions, Portal; Limited: Has to know of location (*Move - Rank - Instant*)

MUTANTS & MASTERMINDS

HERO LAB

Defenses

Dodge	10
Parry	7
Fortitude	9
Toughness	12
Impervious: +9	
Will	15

Hero Points: 1

Knockback: -12

Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

Fatigue

<input type="checkbox"/>	Fatigued
<input type="checkbox"/>	Exhausted



Real Name: Dr. Stephen Strange

Advantages

Artificer Use Expertise (Magic) to create temporary magical devices.

Benefit, Status: Choose Status Gain a significant perquisite or fringe benefit.

Benefit, Wealth (well-off) Gain a significant perquisite or fringe benefit.

Fearless Immune to fear effects.

Ranged Attack 5 +1 bonus to ranged attack checks per rank.

Ritualist Use Expertise (Magic) to create and perform rituals.

Skill Mastery: Expertise: Magic Make routine checks with one skill under any conditions.

Trance Go into a deathlike trance that slows bodily functions.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Levitation: Flight 4 - Speed: 30 miles/hour, 500 feet/round

Routine Jump Distance - Running jump: 12 ft.; standing: 6 ft.; vertical: 2.4 ft.; standing vert.: 1.2 ft.

Seventh Wheel of Weyan: Movement 5 - Dimensional 3: any dimension, 800 lbs., Safe Fall, Water Walking 1: you sink if you are prone

Sling Ring: Teleport 9 - 2 miles in a move action, carrying 50 lbs.

Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

Complications

Power Loss Has to be able to speak and move hands to use powers.

Responsibility As Sorcerer Supreme, Doctor Strange is responsible for the protection of the dimension from magical enemies.

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+2	-	2	
Close Combat: Unarmed	+5	-	5	
Deception	+7	2	5	
Expertise: Magic	+15	10	5	
Insight	+12	4	8	
Intimidation	+5	-	5	
Investigation	+9	4	5	
Perception	+12	4	8	
Persuasion	+5	-	5	
Ranged Combat: Spells of the Sorcerer Supreme	+7	4	3	
Sleight of Hand	+7	4	3	
Stealth	+2	-	2	
Technology	-	-	5	
Treatment	+11	6	5	
Vehicles	-	-	3	

Background Information

Languages: English

At a young age, Stephen Strange had dreams of becoming a doctor. The eldest child of three, Strange was born while his parents Eugene and Beverly Strange were on vacation in Philadelphia. At the age of eleven he aided his younger sister Donna when she was injured, which proved to be a formative experience for him, and he was inspired to attend medical school after high school. Ironically, it was his inability to later save her from drowning when he was nineteen and on leave from college that undermined his belief in life's meaning and the value of idealism. Nevertheless, he rapidly finished medical school at a young age and became a successful neurosurgeon.

Strange displayed phenomenal talent in his chosen field, and quickly attained wealth and notoriety. The more successful he became, the more arrogant he grew. Eventually this led to estrangement from his family and the undoing of his relationship with a United Nations translator named Madeline Revell to whom he had proposed marriage. So distant and self-absorbed did he become that he refused to visit his father on his deathbed. His enraged younger brother Victor Strange berated him for this, and then was killed as he ran into traffic. Stephen then placed the body of his brother into cryogenic storage.

A car accident that damaged the nerves in his hands changed everything for Stephen Strange. He was no longer able to be a surgeon, yet he refused to become an assistant or consultant, instead squandering his money travelling the world and searching for a cure. One day he heard a rumor of a mystical personage known as the Ancient One in Tibet. Marshaling the last of his inner and outer resources, Strange diligently searched until the fortress of the Ancient One was revealed to him. Though initially outraged that the aged mystic refused to cure his hands, Strange's anger was quickly replaced by amazement when the reality of magical forces was demonstrated before his eyes as he witnessed an attack on the Ancient One.

Circumstances revealed to Strange that it was none other than Baron Mordo, the Ancient One's chief disciple, who was the perpetrator of the attack, and who continued to plot the destruction of the antediluvian mystic in an attempt to gain power. To his horror, Strange learned he was unable to reveal this after Mordo easily ensorcelled him. Realizing the Ancient One was a force for good; Stephen selflessly abandoned his quest to restore his hands and committed himself to magical tutelage with the intention of foiling Mordo's insidious scheme. By this act Strange proved himself to the Ancient One, to whom the entire melodrama had been transparent. Thus Doctor Strange put himself on the path to become the new Sorcerer Supreme of the Earth dimension, yet gained a deadly enemy in Baron Mordo.

During the period of time when Thanos snapped away half of all life in the universe, Doctor Strange was gone so Wong became the Sorcerer Supreme.