

Conjuror [450 pt]

Attributes [130]: ST 10, DX 13 [60], IQ 12 [40], HT 12 [20]

HP 10, Will 12, Per 14 [10], FP 12

Damage 1d-2/1d

Advantages [292]: Autoteleport (Psi) (10) [80], Charisma (1) [5], Combat Reflexes [15], Combat Teleport (Psi) [15], Exoteleport (Psi) (10) [91], Gizmo (10) [50], Portersense (Psi) (4) [16], Teleportation Talent (4) [20]

Perks [9]: Castling [1], Coin Trick [1], Expulsion [1], Inertia [1], Style Adaptation [1], Style Familiarity (Jeet Kune Do) [1], Technique Adaptation (Counterattack) [1], Technique Adaptation (Feint) [1], That Extra Inch [1]

Disadvantages [-65]: Code of Honor (Comics Code) [-15], Delusion (Teleportation plus Martial Arts fixes everything.) (Minor) [-5], Honesty (12 or less) [-10], Impulsiveness (12 or less) [-10], Obsession (Reach black belt) (Short-Term Goal) (12 or less) [-5], Pacifism (Reluctant Killer) [-5], Sense of Duty ("The good people.") (Large Group) [-10], Workaholic [-5]

Quirks [-5]: Embarrassed that he doesn't speak Chinese [-1], Goes shirtless when possible [-1], Imaginative [-1], Likes one particular kind of soft drink [-1], Trademark (Teleported items) [-1]

Packages [0]: Student (Martial Arts) [0]

Skills [89]: Acrobatics DX/H - DX-1 12 [2], Autoteleport IQ/H - IQ+4 16 [4]*, Body Sense DX/H - DX+2 15 [12], Bulk Compensation (Autoteleport) Tech/H - 16 [6], Careful (Autoteleport) Tech/H - 15 [3], Connoisseur (Visual Arts) IQ/A - IQ+0 12 [2], Cooking IQ/A - IQ+0 12 [2], Counterattack (Karate) Tech/H - 9 [2], Ear Clap (Karate) Tech/A - 11 [1], Elbow Strike (Karate) Tech/A - 12 [1], Exoteleport IQ/H - IQ+4 16 [4]*, Eye-Poke (Karate) Tech/H - 5 [2], Feint (Karate) Tech/H - 14 [2], Head Butt (Karate) Tech/H - 13 [2], Intimidation Will/A - Will-1 11 [1], Judo DX/H - DX+0 13 [4], Karate DX/H - DX+0 13 [4], Kicking (Karate) Tech/H - 12 [2], Knee Strike (Karate) Tech/A - 13 [1], Leadership IQ/A - IQ+0 12 [1]**, Lifting HT/A - HT+0 12 [2], Mass Port (Exoteleport) Tech/H - 16 [8], Observation Per/A - Per+0 14 [2], Portersense Per/H - Per+2 16 [1]*, Running HT/A - HT+0 12 [2], Savoir-Faire (Dojo) IQ/E - IQ+2 14 [4], Search Per/A - Per-1 13 [1], Stamp Kick (Karate) Tech/H - 11 [2], Stealth DX/A - DX-1

12 [1], Streetwise IQ/A - IQ+0 12 [2], Tactics IQ/H - IQ+0
12 [4], Tracking (Autoteleport) Tech/H - 15 [2]

*Includes: +4 from 'Teleportation Talent'

**Includes: +1 from 'Charisma'

Stats [130] Ads [292] Disads [-65] Quirks [-5] Skills [89] =
Total [450]

Costume: dark blue martial arts pants, sneakers, a blue face mask like the one that guy wore in the *Princess Bride*, and no shirt unless it's cold or raining out. Joey fondly believes that this is easily enough to keep his 'secret identity' safe.

The first thing that people notice about Joey Martinez -- well, **after** they notice that he's a terrifyingly skilled teleporter who also knows martial arts -- is that he's painfully young. Nineteen, to be precise. Joey got his teleportation powers with puberty, and he had to *learn* martial arts in order to get them under control. And it's reasonable to say that he has, too! He's got great control over his powers, these days.

The problem for Joey is that he can't make himself actually do anything profitable with his powers. The kid's

deep into the mystique of superheroics, four-color mode; when he's not attending classes at the community college, working as a fast-food cook at the local eateries, and helping old ladies across the street Joey's patrolling the neighborhood as Conjuror (he does not actually have a secret identity; he just doesn't use his name while in costume). He's good at being a street-level superhero, and with the right mentor he could be one of the greats -- but nobody higher up in the hero community has really gotten a good look at Joey/Conjuror yet. Fortunately, this lack of attention extends to the villain community as well; nobody on that side's gotten a good look, either, so he currently operates without any real enemies. Which is lonely, sure... but that's the hero's burden, right?

In combat, Conjuror is flat-out terrifying if you're a purse-snatcher. He'll start by taking away whatever you stole, then he'll take away your weapons, and then he'll use literal Bruce Lee stuff on your unarmed self until you decide of your own free will to stop pursuing a life of crime. A gang once tried to, well, gang up on him; it didn't end well for them. Even a short teleportation hop can seriously mess up the equilibrium of anybody who isn't used to it, and Conjuror is strong enough to take somebody along with him when he makes an emergency jump. He doesn't kill people, but Joey sees no harm in making them throw

up for a little while. Particularly if they're trying to shoot him; the hero is well aware that he's not even a little bit bulletproof, and plans accordingly.

Well, as much as a nineteen year old can plan. Mostly he just keeps situational awareness and builds links with the community. He's actually better at that than he realizes; Joey has a knack for getting people to listen to him in a crisis. Conjuror has the makings of a pretty good super-detective, too. He just needs that first mentor.

600 pt version: +2 to ST [20], +2 to DX [40], +2 to Will [10], +2 to HT [20], and +5 to FP [15] . Up Exoteleport Power to 16 [40pt] and add Fit [5]. Past this, start adding Patrons, Allies, and/or Reputation; it's difficult to believe that people wouldn't notice a superhero of this power level. The 450 pt version is pushing it as it is.

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