

Codename: **WindWalker**

Player: Pim Peccable

Full Name: Megan Choctaw (Born: Megan Feather Campbell)

Race: Tribal American (Choctaw), African American. Gender: F

Age: 15 Place of Birth: Wewahitchka, Florida

Background/History:

Megan ran away from home because her 'stepfather' was beating her.

She has lived on the streets a while and would welcome camaraderie of other metahumans.

Personality/Motivation:

Megan is a snarky teen who dislikes showing attachment.

She would actually like to belong somewhere. She's read enough spider-man to realize she should help people but she is not above stealing food and other needs or to get attention.

Powers/Tactics:

Megan has three distinct powers; Teleportation, Manipulation of "Mind Energy", and Telepathic Communication.

Her teleportation is the power she discovered first. It is also the hardest power to get right though once mastered, more versatile than many teleportations. She disappears and reappears in a cloud of pink smoke composed of the element bismuth. She can adjust her position and velocity when teleporting, unlike most with this power. She can teleport others, along with herself. Megan often misses the place she wants to teleport into when carrying passengers. Megan's range is about 150 feet.

Megan can form a "Mind Sword". This sword is the length of her arm, glows pink, sounds like a lightsaber and cuts nearly any substance hair-thin. She holds in the center and twirls it like a baton. When cutting anything with a mind or spirit, it may not cut at all depending on that mind's defenses. Minds of creatures touched by the sword hallucinate a critical injury. This hallucination is momentary, lasting from about thirty seconds to five minutes at most.

Megan will learn over time to leave the sword hanging in mid-air (potential mine), and can hang from it and even twirl around it acrobatically by anchoring it in a spatial location momentarily or permanently. She can currently only form one sword at a time. While she will conquer this limitation eventually, any time she forms her sword, the last one (if still existing) fades out.

The sword cannot cut her and is solid to her touch. She could be bruised by it. Only Megan can move the sword. It will not be budged by any other force and objects will pass through it, even if not cut.

Megan must move it with her hand until she learns to control Mind Energy mentally. Once she realized

that it can be anchored, she has been able to anchor it at will.

Though she calls it “Mind Energy”, this energy is unique to Megan and nothing else can form or control it.

Her telepathy is limited to communication with one person at a time.

Campaign Use:

Megan is a good sidekick or a teen hero.

Appearance:

Megan is a slim, 15-year-old girl with ruddy brown skin and black natural African hair.

Her usual athletic/combat suit is a pink leotard with a loose translucent white blouse over it and silver ballet slippers. She usually wears a pink hip pack to keep her things in.



Hero System Sheet

	Value	Cost
Strength	15	5
Dexterity	18	24
Constitution	15	10
Body	10	
Intelligence	10	
Ego	14	8
Presence	15	5
Charisma	14	2
Physical Defense	3	
Energy Defense	3	
Mental Defense	5	2
Speed	4	12
Recovery	6	
Endurance	26	
Stun	24	

CHA Cost 68

Powers

17 *Elemental Control: Royal Blood of Ean (Or other backstory that works)*

17 1) *Poofing*: 12 inch Teleport Self; 1 Memorized Location, 48 inch Max (24 Meters)

6 2) *Also Poofing*: 12 inch Teleport Other; 4 x Human Mass: DCV Halved, 50% chance of missing target location.

8 3) *Inertia Dampening*: Psychokinesis 25 Str: Linked to Teleport, DCV Halved, 50% chance of success

33 4) *Mind Sword*: ½D6 RKA; Against Mental Defense (Still does Body): Hand range

1 5) *Mind Cut*: 9D6 Illusion: Hand Range, No Control, Only creates an illusion of Critical injury, Linked to RKA

11 6) *Doesn't Fall*: 17 inch Flight: Linked to Teleport or Mind Sword, DCV Halved, 50% chance of success

18 *Stolen Flak Suit*: 12 rPD/12rED; covers torso only(75%). OIF.

15 Mind Link with any one person at a time

Power Cost 117

Skills

3 Mental Sense

3 Sleight of Hand Skill 12-

2 Knowledge of American Native Tribes 11-

3 Breakfall 12-

3 Streetwise 12-

Skill Cost 14

Complications

15 Hunted by Parapsychology Organization; Part-time

20 Takes BODY from STUN ONLY attacks

15 Kleptomaniac Common circumstance, Moderate Commitment

15 Proud of her Heritage Common circumstance, Strong Commitment

Total 65

Character Total 215

I realize that this is below your campaign level, but her last campaign was low and I'm open to building her up a bit.