

Character Name: ***Ghost***

Alternate ID:

Campaign:

Genre:*Champions Super Heroes*

Player Name: **Panpiper (Peter)**



CHARACTERISTICS

Val	Char	Roll	Notes
60	STR	21-	HTH Damage 12d6 END [6]
13	DEX	12-	
28	CON	15-	
13	INT	12-	PER Roll 12-
10	EGO	11-	
10/15	PRE	11- / 12-	PRE Attack: 2d6 / 3d6
8	OCV		
8	DCV		
1	OMCV		
5	DMCV		
5	SPD		Phases: 3, 5, 8, 10, 12
10/27	PD		10/27 PD (0/17 rPD)
10/27	ED		10/27 ED (0/17 rED)
20	REC		
60	END		
10	BODY		
60	STUN		

CHARACTER IMAGE



EXPERIENCE POINTS

Total Points:	
Total XP Earned:	64
XP Spent:	64
XP Unspent:	0

Base Points:
Complication Points:

MOVEMENT

Type	Total
Run	12m[24m NC]
Swim	35m[280m NC]
H. Leap	4m
V. Leap	2m
Flight	44m[2816m NC]

DEFENSES

Type	Amount
Physical Defense	10/27
Res. Phys. Defense	0/17
Energy Defense	10/27
Res. Energy Defense	0/17
Mental Defense	5
Power Defense	2

COMBAT INFORMATION

OCV: 8

DCV: 8

OMCV: 1

DMCV: 5

Combat Skill Levels: +2 with Martial Maneuvers , +2 with Passing Strike (4 Active Points); Limited Power Power loses about half of its effectiveness (Only to counter the penalty of Multi-Attack.; -1)

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
Move By	1/2	-2	-2	STR/2+v/10; you take 1/3
Move Through	1/2	-v/10	-3	STR+v/6; you take ½ or all
Multiple Attack	1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/STR dmg
Trip	1/2	-1	-2	Ranged Attacks only
Passing Strike	1/2	+1	+0	12d6 +v/10 Strike; FMove
Flying Grab	1/2	+0	+0	70 STR , Grab, Two Limbs, 70 STR for holding on; FMove
Charge	1/2	+0	+0	14d6 +v/10 Strike; FMove
Flying Dodge	1/2	--	+4	Dodge All Attacks, Abort; FMove
Passing Strike	1/2	+1	+0	12d6 +v/10; FMove
Flying Grab	1/2	-2	-1	Grab Two Limbs, 70 STR for holding on; FMove
Charge	1/2	+0	-2	14d6 +v/10 Strike, FMove

COMBAT MODIFIERS

Range (M)	0-8	9-16	17-32	33-64	65-128	126-250
RMOD	0	-2	-4	-6	-8	-10

HIT LOCATION

Roll	Location	STUNx	NSTUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1.5	x1	-7
13	Vitals	x4	x1.5	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7 (19=Foot)
Leg shot (Vitals to Feet)	-4	1d6+12

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SKILLS

POWERS

Roll Name	Power	END
+2 with Martial Maneuvers	Passing Strike Damage +15d6 (Custom Adder); Hand-To-Hand Attack (-1/4)	0
+2 with Passing Strike (4 Active Points); Limited Power Power loses about half of its effectiveness (Only to counter the penalty of Multi-Attack.; -1)	Charge Damage +17d6 (Custom Adder); Hand-To-Hand Attack (-1/4)	0
Notes: Multi-Attack targets must all be within an area no larger than 4 meters square and no more than three may be attacked.	Squeeze Damage +12d6 (Custom Adder); Hand-To-Hand Attack (-1/4)	0
+2 to offset -OCV modifiers with Flying Grab & Pulling Punch	Resistant Protection (17 PD/17 ED)	0
+1 to offset -OCV modifiers with Pulling Punch	Always floating:	0
+1 to offset negative DCV modifier with Flying Grab & Charge	Flight 1m, Persistent (+1/4), Inherent (+1/4), Reduced Endurance (0 END; +1/2), No Gravity Penalty (+1/2) (2 Active Points); Always On (-1/2)	0
+1 to offset negative DCV modifier with Charge	Life Support (Eating: Character does not eat; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character does not sleep)	0
	Notes: Ghost could as easily spend her life drifting among the stars as living on Earth.	
12- Navigation	Pitch Black:	
11- Science Skill: Astronomy	Stealth 13- (5 Active Points); Power Only Works In Darkness (-1/2)	
12- Teamwork	Pitch Black:	
	+1 with Stealth (2 Active Points); Power Only Works when highlighted against the night sky. (-1)	
	High Range Radio Perception (Radio Group), Targeting	0
	+5 PRE (5 Active Points); Conditional Power Only to resist the effect of hostile presence attacks (-1)	
	Supercruise:	
	Multipower, 68-point reserve, (68 Active Points); all slots Unified Power (-1/4)	
	Notes: Transitioning from atmospheric flight, Ghost can double her speed every phase till she hits maximum tachyonic velocity.	
	1) Aquatic:	4
	Swimming +31m (35m total) (x8 Noncombat), No Turn Mode (+1/4), Combat Acceleration/Deceleration (+1/4) (39 Active Points); Unified Power (-1/4)	
	Notes: 420 Knots, 4 times the speed of a hyper cavitating torpedo.	
	2) Combat:	3
	Flight 34m, Position Shift, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4), Reduced Endurance (1/2 END; +1/4) (68 Active Points); Unified Power (-1/4)	
	3) Atmospheric Non-Combat:	3
	Flight 10m, x256 Noncombat, Rapid Noncombat Movement (+1/4), Reduced Endurance (1/2 END; +1/4) (67 Active Points); Unified Power (-1/4)	
	Notes: 3840 KPH. Non-combat, Ghost can accelerate to break the sound barrier in less than 4 seconds, reaching over Mach 3 in seven seconds. Transitioning through to spaceflight, she will reach orbital escape velocity in 10 seconds from takeoff.	
	4) Space:	2
	Flight 10m, Rapid Noncombat Movement (+1/4), Reduced Endurance (1/2 END; +1/4), No Turn Mode (+1/4), MegaScale (1m = 100 million km; +3*) (47 Active Points); Unified Power (-1/4)	
	Notes: Can only double speed every phase. Accelerating and decelerating, to the moon would take about 25 seconds from hypersonic.	
	5) Tachyonic:	0
	(Total: 68 Active Cost, 54 Real Cost) Faster-Than-Light Travel (17 Light Years/second) (68 Active Points); Unified Power (-1/4) (Real Cost: 54)	
	Notes: Must transition through various flight modes, doubling her speed every phase till hitting light speed, taking about 40 seconds. Earth to Mars, 20 seconds from triggering light speed. Pluto, 30 seconds from Earth. Anywhere in the galaxy roughly 1 hour. Decelerating from light speed to resting stop 'also' would take 40 seconds.	
	Knockback Resistance -5m	0
	Mental Defense (5 points total)	0
	Power Defense (2 points)	0
	-	
	EQUIPMENT	
	Equipment	END
	Nightvision, MegaScale (1m = 1,000 lightyears; +5) (30 Active Points);	0
	Limited Power Power loses almost all of its effectiveness (Only works in deep	

space; -2), Limited Power Power loses almost all of its effectiveness (Only to percieve astronomical objects & phenomena; -2)

Supersonic:

7

Flight 10m, x64 Noncombat, Noncombat Acceleration/Deceleration (+1) (70 Active Points)

Notes: From zero to supersonic in one phase, non-combat.

MARTIAL ARTS MANEUVERS

Maneuver

JSON Fix, all slots: Common Adder

- 1) Passing Strike: 1/2 Phase, +1 OCV, +0 DCV, 12d6 +v/10 Strike; FMove
- 2) Flying Grab: 1/2 Phase, +0 OCV, +0 DCV, 70 STR, Grab, Two Limbs, 70 STR for holding on; FMove
- 3) Charge: 1/2 Phase, +0 OCV, +0 DCV, 14d6 +v/10 Strike; FMove

Flying Dodge: 1/2 Phase, -- OCV, +4 DCV, Dodge All Attacks, Abort; FMove

Passing Strike: 1/2 Phase, +1 OCV, +0 DCV, 12d6 +v/10; FMove

Flying Grab: 1/2 Phase, -2 OCV, -1 DCV, Grab Two Limbs, 70 STR for holding on; FMove

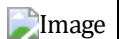
Charge: 1/2 Phase, +0 OCV, -2 DCV, 14d6 +v/10 Strike, FMove

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COMPLICATIONS

Complication

Distinctive Features: (Not Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)

Physical Complication: Mute. Can communicate only through radios. (Very Frequently; Greatly Impairing)

No prior memory: Has no functional memory of Earth and society. Frequently, Major

Psychological Complication: Single Minded Mission Focus (Common; Moderate)

Notes: Ghost is either on mission, fulfilling some task, or she's wandering somewhere off Earth.

APPEARANCE

Hair Color: Black

Eye Color: Black

Height: 1.75 m : 5' 9"

Weight: 65.00 kg : 143 lbs

DESCRIPTION

Ghost can be seen solely as a featureless profile of a beautiful nude, young woman. Within that is a reflectionless, pitch-black starfield. When she moves, the starfield shifts, revealing the starfield effect to be essentially a window to a perfect view of what the universe would look like from the perspective of the Sun.

She cannot speak, though she can hear. She can however 'speak' through radio, be that actual communication devices, including cell phones, or any audible radio in the vicinity by transmitting through whatever frequency it is tuned to.

BACKGROUND

Ghost was once a superpowered human, who lost hope and committed suicide by flying into the sun. She emerged from the sun shortly after; completely reborn but now entirely alien. She has no memory of who she once was, or even what it is to be human. She lives now to be in service of light and life, given the purpose of restoring balance and justice to the Earth. Had Ghost a more conducive appearance, she might well come across as angelic.

PERSONALITY

Ghost is not human, she is something else, her thoughts drift among the stars. She has no memory of humanity. She is a creature of the stars. If she has desire, it is but to soar among them. She is however geased to the purpose of restoring balance and justice to the Earth, and however reluctant, will have to postpone her explorations of the universe until after her mission has been fulfilled.

Ghost drifts about, cloudlike, she is always if not flying, then floating. Perhaps despite appearances, Ghost is really a fast-flying brick. She typically does flybys, striking with a passing strike.

CAMPAIGN_USE

Ghost can be communicated with only by radio. This can be quite the handicap, but it also allows her to be called in from anywhere radio can reach. Her flight speed allows her to get to pretty much anywhere, extremely quickly. This makes her easily available for any mission, anywhere, at a moment's notice, if she is anywhere in the Earth/moon system. The only exception to this is if she is out among the other planets, and if so, it might take her a few minutes to reach Earth. What would take far longer is any radio signal reaching her. That likely would require a pretty strong transmitter as well.

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