Character Name Windwalker

Alternate Identities Megan Choctaw

Player Name Pim Peccable



CHARACTERISTICS					
Val	Char	Points	Roll		
15	STR	5	12-		
18	DEX	16	<u>13-</u>		
15	CON	5	12-		
10	INT	0	<u>11-</u>		
_14	EG0	_ 4	12-		
_15	PRE	5	12-		
6	OCV	15			
6	DCV	15			
6	OMCV	9			
6	DMCV	9			
_ 4	SPD	20			
5/17	PD	3			
5/17	ED	3			
9	REC	5			
50	END	6			
10	BODY	0	Total Cost		
40	STUN	10	130		

CURRENT STATUS				
	Maximum	Current		
END	50			
BODY	10			
STUN	40			

VITAL INFORMATION
HTH damage (STR/5)d63d6
Lift <u>200kg</u> STR END Cost <u>1</u>
Phases 1 2 ③ 4 5 ⑥ 7 8 ⑨ 10 11 ①
Base OCV <u>6</u> Base DCV <u>6</u>
Base OMCV <u>6</u> Base DMCV <u>6</u>
Combat Skill Levels
Presence Attack (PRE/5)d6 3d6

EXPERIENCE POINTS			
Total Points	349		
Total Experience Earned	0		
Experience Spent	0		
Experience Unspent	0_		

	HIT LO	CA	ΓΙΟΝ	I CH	AF	RT
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X1/2	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	х4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	X½	-6	/
17-18	Feet	x1	X½	X½	-8	/
			Avei	age D	ef_	
DCV N	/lodifier		_ Tota	l Weig	jht .	
Armo	r Notes					

ATTACKS & MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Block	1/2	+0	+0	Block, abort	
Brace	0	+2	1/2	+2 OCV vs R. Mod.	
Disarm	1/2	-2	+0	Disarm, STR v. STR	
Dodge	1/2	_	+3	Abort, vs. all attacks	
Grab	1/2	-1	-2	Grab 2 limbs	
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STF	
Haymaker	1/2*	+0	-5	+4 DCs to attack	
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 ful	
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	Knock target Prone	
Legsweep	1/2	+2	-1	4d6 Strike, Target Falls	
Defensive Stri	1/2	+1	+3	3d6 Strike	
Passing Strike	<u>//2</u>	+1	+0	3d6 +v/10; FMove	

DEFENSES				
Туре	Amount/Effect			
Normal PD	5/17			
Resistant PD	0/12			
Normal ED	5/17			
Resistant ED	0/12			
Mental Defense	5			
Power Defense	0			
Flash Defense				

SENSES	
Perception Roll (9+INT/5)11-	
Enhanced and Unusual Senses	
Mental Awareness	
Mind Link, Any Willing Target	

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3	33-64 -6	65-125 126-250 -8 -10
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*
Leg Shot (Vitals to Feet)	-4	1d6+12
* Treat a 19 as the F	eet loc	ration

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	2m	4m		
<u>Flight</u>	12m	24m		
Teleportation	45m	180m		
Movement SFX				

CHARACTER INFORMATION



CAMPAIGN INFORMATION	
Campaign Name	
Genre	
Gamemaster	

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SKI	LLS, PERKS, & TALE	NTS
Cost	Name	Roll
_3	+1 Acrobatics, Stealth, Sleight of Hand	
_3	Acrobatics	13-
3	Breakfall	13-
3	Sleight Of Hand	13-
3	Streetwise	12-
3	Stealth	13-
2	Survival (Urban)	11-
2	KS: Native American Tribes	11-
1	Weapon Element: Clubs	
3	Legsweep	
_ 5	Defensive Strike	
5	Passing Strike	
	Environmental Movement: Crowds (no	
l	penalties on)	
_		
_		
		_
		_

38 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT			
Cost	Name	Power/Equipment	END
5		Mental Awareness	
15		Mind Link, Any Willing Target	
5		Mental Defense (5 points total)	
44	Movement powers	Multipower, 44-point reserve	
4f	Personal Poofing	1) Teleportation 24m, No Relative Velocity, Position Shift, x4 Noncombat (44 APs)	4
1f		2) Flight 12m (12 APs); Lockout, Mind Sword and Mind Cut (-½)	_1_
70	Attack powers	Multipower, 70-point reserve	
3f	Poofing Others	1) Teleportation 21m, No Relative Velocity, Usable As Attack (+1 ¼) (70 APs); Requires A	
		Roll (II- roll; -½), Side Effect: Still works but destination is random. (-¼), Concentration	(½
		DCV; -14)	_7_
7f	Mind Sword	2) Killing Attack - Ranged Id6+1, Does BODY (+1), Attack Versus Alternate Defense	
		(Mental Defense; +1 ½) (70 APs)	_ 7
3f	Mind Cut	3) Mental Illusions 14d6 (70 APs); Only to create illusions of critical injuries (-1)	
20	Flak Jacket	Resistant Protection (12 PD/12 ED) (36 APs); OIF (; -½), (14- roll; -¼)	_
4	Police Baton	Hand-To-Hand Attack +2d6 (10 APs); OAF (-1), Hand-To-Hand Attack (-14)	_1_
			_
			—
			—
	-		
181	Total Daws = /F	Equipment Cost	

	MATCHING COMPLICATIONS (75)
Cost	Complication
15	Hunted: Parapsychology Organization: Infrequently (As Pow; NCI; Harshly Punish)
_20	Takes body from Stun Only attacks
_10	Psych: Kleptomaniac: (Common; Moderate)
_20	Psych: Proud of her heritage: (Very Common; Strong)
_10	Enraged: When heritage insulted: (Uncommon), go 11-, recover 14-
<u>75</u>	Total Complications Points