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 INF	ORMATION				
HTH damage (STR	/5)d6 3d6 _STR END Cost 1				
	567 8910 11 12				
	Base DCV 6				
Combat Skill Levels					
Presence Attack	(PRE/5)d6 3d6				

OTATA EDIT				
EXPERIENCE POINTS				
Total Points <u>350</u>				
Total Experience Earned	0			
Experience Spent _	0			
Experience Unspent	0			

	HIT LO	CA ⁻	ΤΙΟΝ	1 CH	AF	₹T
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	X½	-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	rage D	ef_	
DCV Modifier Total Weight						
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 STR		
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 full		
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		
		—				

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

DIF	IERS			
33-64 -6	65-125 126-250 -8 -10			
OCV	Hit Location			
-4	1d6+3			
-2	2d6+1			
-1	2d6+4			
-2	2d6+7*			
Leg Shot (Vitals to Feet) -4 1c				
eet loo	ration			
	-6 OCV -4 -2 -1 -2 -4			

MOVEMENT					
Туре	Combat	Noncombat			
Run (12m)	12m	<u>24m</u>			
Swim (4m)	4m	8m			
H. Leap (4m)	4m	8m			
V. Leap (2m)	2m	4m			
<u>Flight</u>	12m	24m			
<u>Teleportation</u>	48m	192m			
Movement SFX					

CHARACTER INFORMATION

Character Name <u>Windwalker</u>

Height <u>1.55 m</u> Weight <u>48.00 kg</u>

Hair color <u>Black</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION	
Campaign Name	
Genre	
Gamemaster	

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-
	Survival (Urban)	_11
2	KS: Native American Tribes	_11
2	Environmental Movement: Crowds (no	
	penalties on)	
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	-	
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_		

24 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
		2) Flight 12m (12 APs); Lockout, Mind Sword and Mind Cut (-½)	1
76	Attack powers	Multipower, 76-point reserve	_
4f	Poofing Others	1) Teleportation 24m, No Relative Velocity, Usable As Attack (+1 ¼) (76 APs); Requires A	
		Roll (II- roll; -½), Side Effect: Still works but destination is random. (-¼), Concentration	(½
		DCV; -¼)	8
7f	Mind Sword	2) Killing Attack - Ranged 1d6+1, Does BODY (+1), Attack Versus Alternate Defense	
		(Mental Defense; +1 ½) (70 APs)	_ 7
15	Mind Cut	Mental Illusions 9d6 (45 APs); Only to create illusions of critical injuries (-1), No Range	
		(-½), Linked (Mind Sword; -½)	4
20	Flak Jacket	Resistant Protection (12 PD/12 ED) (36 APs); OIF (; -½), (14- roll; -½)	_
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			_
			—
			_
			_
			_
196	Total Powers/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		