



Character Name Field Effect  
Height 1.86 m Weight 92.00 kg  
Hair color Brown Eye color Blue



Campaign Name \_\_\_\_\_

Genre \_\_\_\_\_

Gamemaster \_\_\_\_\_

[illegible]

<b>Cost</b>	<b>Name</b>	<b>Power/Equipment</b>	<b>END</b>
23	Field Manipulation I	Multipower, 40-point reserve, Max 20 pts per slot (-¼); all slots OIHI (-¼), Gest (-¼)	
If		1) Running +20m (33m total); OIHI (-¼), Gest (-¼)	2
If		2) Clinging (65 STR); OIHI (-¼), Gest (-¼)	
If		3) Stretching 20m; OIHI (-¼), Gest (-¼)	2
If		4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); OIHI (-¼), Gest (-¼)	
If		5) Absorption 10 BODY (Energy, ½ Stun, ½ Endurance), (return rate 5/minute; +1); OIHI (-¼), Gest (-¼)	
If		6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OIHI (-¼), Gest (-¼)	
If		7) Invisibility to Sight Group (20 APs); OIHI (-¼), Gest (-¼)	2
If		8) +20 STR; OIHI (-¼), Gest (-¼)	2
30	Field Manipulation II	: Variable Advantage on 45 pts Strength (+½ Advantages; +1) for up to 45 APs; OIHI (-¼), Gestures (-¼)	4
32	The Field	Res Prot (16 PD/16 ED); OIHI (-¼), Unified (-¼)	
7	The Field	Power Def (11 points); OIHI (-¼), Unified (-¼)	
3	The Field	Mental Def (5 points total); OIHI (-¼), Unified (-¼)	
3	The Field	Sight Group Flash Defense (5 points); OIHI (-¼), Unified (-¼)	
3	The Field	Infrared Perception (Sight Group) (5 APs); OIHI (-¼), Unified (-¼)	
3	The Field	Ultraviolet Perception (Sight Group) (5 APs); OIHI (-¼), Unified (-¼)	
2	The Field	Ultrasonic Perception (Hearing Group) (3 APs); OIHI (-¼), Unified (-¼)	
114	<b>Total Powers/Equipment Cost</b>		

Cost	Complication	
10	Distinctive Features: Fine network of scars all over body: (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)	
10	Hunted: Dr Destroyer's minions: Infrequently (As Pow; Harshly Punish)	Infrequently
5	Psychological Complication: Hears constant stage direction in her head, and occasionally follows it.: (Uncommon; Moderate)	
15	Physical Complication: Occasionally Teleported to more "Interesting" places: (Infrequently; Greatly Impairing)	
10	Physical Complication: Her director can take over the field when needed for dramatic purposes: (Infrequently; Slightly Impairing)	
15	Susceptibility: When Teleported: 3d6 damage Instant (Uncommon)	
10	Social Complication: Public ID: Infrequently, Major	

### 75 Total Complications Points