Character Name _	Sapphire
Alternate Identities	Corazon Eldora "Corrie" Valenzuela
Player Name	



EXPERIENCE POINTS

Total Experience Earned

Total Points

400

0

	CHARACTERISTICS					
Val	Char	Points	Roll			
15	STR	5	12-			
_ 23	DEX	26	14-			
_23	CON	13	_14			
12	INT		<u>11-</u>			
_14	EG0	4	12-			
<u>25</u>	PRE	15	14-			
8	OCV	25				
8	DCV	25				
4	OMCV	3				
_ 4	DMCV	3				
6	SPD	40				
9/21	PD					
12/24	ED	10				
_ 8	REC	_ 4				
_ 60	END	8				
10	BODY	0	Total Cost			
_36	STUN	8	198			

CURRENT STATUS					
	Maximum	Current			
END	60				
BODY	10				
STUN	36				

VITA	L INF	ORMA	TION
HTH dama	ge (STI	R/5)d6	3d6
Lift)kg	_ STR EN	D Cost1_
Phases 1	234	5 ⑥ 7 ⑧	9 10 11 12
Base OCV	8	_ Base D	CV <u>8</u>
Base OMC	V <u>4</u>	Base D	MCV <u>4</u>
Combat Sk	kill Lev	rels	
Presence I	Attack	(PRE/5)d	6 5d6



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				
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DEFENSES			
Туре	Amount/Effect		
Normal PD	9/21		
Resistant PD	0/12		
Normal ED	12/24		
Resistant ED	0/12		
Mental Defense	0		
Power Defense	0		
Flash Defense			

SENSES	
Perception Roll (9+INT/5)	11-
Enhanced and Unusual Ser	ises

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	3-64 -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 Feet location

MOVEMENT					
Туре	Combat	Noncombat			
Run (12m)	12m	24m			
Swim (4m)	4m	8m			
H. Leap (4m)	4m	8m			
V. Leap (2m)	2m	4m			
Flight	30m	60m			

Movement SFX _____

CHARACTER INFORMATION

Character Name Sapphire

Height 2.00 m Weight 100.00 kg
Hair color Brown Eye color Brown



CAMPAIGN INFORMATION

Campaign Name <u>Champions</u>

Genre <u>Champions</u>

Gamemaster

	- , -,,,	
SKI	LLS, PERKS, & TALE	NTS
Cost	Name	Roll
3	Conversation	14-
3	High Society	14-
0	Language: Spanish (idiomatic)	
2	Language: English (fluent conversation)	
_ 3	PS: Singer	14-
3	PS: Singing	14-
3	Charm	14-
3	Teamwork	14-
1	TF: V-Jet	
	Money: Well Off	
6	+2/+2d6 Striking Appearance (vs. all	_
	characters)	
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l —		
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Total Skills, Perks, & Talents Cost

		POWERS AND EQUIPMENT	
Cost	Name	Power/Equipment	END
60	Sapphire Energy Powers	Multipower, 60-point reserve	
6f	Power Bolt	1) Blast 12d6 (60 APs)	_ 6
6f	Power Bolt II	2) Blast 8d6, Reduced Endurance (0 END; +1/2) (60 APs)	
6f	Sapphire Bolt	3) Sight Group Flash 12d6 (60 APs)	_ 6
5f	Bright Bolt	4) Blast 8d6 plus Sight Group Flash 4d6 (20 APs); Linked (Blast; -½)	_6_
6f	Stunning Zap	5) Blast 6d6, Attack Versus Alternate Defense (defense is Resistant Protection (ED)	
		defined as a force-field; All Or Nothing; +1) (60 APs)	_6_
36	Force-Field	Resistant Protection (12 PD/12 ED)	
45	Power-Riding	Flight 30m, Reduced Endurance (0 END; +½) (45 APs)	

	MATCHING COMPLICATIONS (75)	
Cost	Complication	
_10	Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By	
	Technology Or Major Effort)	
_20	Hunted: VIPER Infrequently (Mo Pow; NCI; Capture/Kill)	Infrequently
20	Psychological Complication: Code Versus Killing (Common; Total)	
15	Social Complication: Secret Identity (Corazon Eldora "Corrie" Valenzuela) Frequently, Major	
_10	Vulnerability: 2 x STUN from Light-Based Attacks (Uncommon)	
75	Total Complications Points	