



Windwalker

Character Name

Megan Choctaw

Alternate Identities:

Player Name: Pim Peccable

CHARACTERISTICS

Val	Char	Points	Roll	Notes
15	STR	5	12-	HTH Damage 3d6 END [1]
18	DEX	16	13-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
14	EGO	4	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
5/17	PD	3		5/17 PD (0/12 rPD)
5/17	ED	3		5/17 ED (0/12 rED)
9	REC	5		
50	END	6		
10	BODY	0		
40	STUN	10		

130 Total Characteristics Points

CHARACTER IMAGE

EXPERIENCE POINTS

Total Points:	353
Total XP Earned:	0
XP Spent:	0
XP Unspent:	0
Base Points:	400
Complication Points:	75

MOVEMENT

Type	Total
Run	12m[24m NC]
Swim	4m[8m NC]
H. Leap	4m
V. Leap	2m
Flight	12m[24m NC]
Teleport	45m[180m NC]

DEFENSES

Type	Amount
Physical Defense	5/17
Res. Phys. Defense	0/12
Energy Defense	5/17
Res. Energy Defense	0/12
Mental Defense	5
Power Defense	0

COMBAT INFORMATION

OCV: 6

DCV: 6

Combat Skill Levels:

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 1/2 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
Legsweep	1/2	+2	-1	4d6 Strike, Target Falls
Defensive Strike	1/2	+1	+3	3d6 Strike
Passing Strike	1/2	+1	+0	3d6 +v/10; 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**Cost Name**

- 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-
- 3 Scholar
- 1 1) KS: Choctaw Tribal Folklore (2 Active Points) 11-
- 1 2) KS: Native American Tribes (2 Active Points) 11-
- 1 3) KS: Pop culture (2 Active Points) 11-
- 1 4) KS: Pre Vanishing Heroes 8-
- 1 5) KS: Tribal American Folklore 8-

28 Total Skills Cost**TALENTS****Cost Name**

- 2 Environmental Movement: Crowds (no penalties on)

2 Total Talents Cost**POWERS****Cost Power****END**

- 2 Instant Change, one outfit, Linked to Teleport 0
- 5 Mental Awareness 0
- 15 Mind Link , Any Willing Target 0
- 5 Mental Defense (5 points total) 0
- 44 *Movement powers:* Multipower, 44-point reserve
- 4f 1) *Personal Poofing:* Teleportation 24m, No Relative Velocity, Position Shift, x4 Noncombat (44 Active Points) 4
- 1f 2) *Flight* 12m (12 Active Points); Lockout, Mind Sword and Mind Cut (-1/2) 1
- 70 *Attack powers:* Multipower, 70-point reserve
- 3f 1) *Poofing Others:* Teleportation 21m, No Relative Velocity, Usable As Attack (+1 1/4) (70 Active Points); Requires A Roll (11-roll; -1/2), Side Effect: Still works but destination is random. (-1/4), Concentration (1/2 DCV; -1/4) 7
- 6f 2) *Mind Sword:* (Total: 67 Active Cost, 65 Real Cost) Mental Blast 6d6 (Real Cost: 60) Killing Attack - Ranged 1 point, Attack Versus Alternate Defense (ED; +1/2) (7 Active Points); No Range (-1/2) (Real Cost: 5) 7
- 20 *Flak Jacket:* Resistant Protection (12 PD/12 ED) (36 Active Points); OIF (; -1/2), (14- roll; -1/4) 0
- 4 *Police Baton:* Hand-To-Hand Attack +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-1/4) 1

179 Total Powers Cost**MARTIAL ARTS MANEUVERS****Cost Maneuver**

- 1 Weapon Element: Clubs
- 3 Legsweep: 1/2 Phase, +2 OCV, -1 DCV, 4d6 Strike, Target Falls
- 5 Defensive Strike: 1/2 Phase, +1 OCV, +3 DCV, 3d6 Strike
- 5 Passing Strike: 1/2 Phase, +1 OCV, +0 DCV, 3d6 +v/10; FMove

14 Total Martial Arts Cost**Character Name:** Windwalker

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COMPLICATIONS**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-

75 Total Disadvantages Cost**APPEARANCE**

Hair Color: Black
Eye Color: Brown
Height: 1.55 m : 5' 1"
Weight: 48.00 kg : 106 lbs
Description:

BACKGROUND
PERSONALITY
QUOTE
POWERS/TACTICS
CAMPAIGN_USE

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