

| | | | | |
|------------------------------|----------------|-------------|-------------|------------|
| NAME: Icicle | | | | |
| PLAYER: | | | | |
| VALUE | CHAR | COST | BASE | PTS |
| 13 | Strength | x1 | 10 | 3 |
| 21 | Dexterity | x3 | 10 | 33 |
| 23 | Constitution | x2 | 10 | 26 |
| 10 | Body | x2 | 10 | 0 |
| 10 | Intelligence | x1 | 10 | 0 |
| 10 | Ego | x2 | 10 | 0 |
| 15 | Presence | x1 | 10 | 5 |
| 14 | Comeliness | x1/2 | 10 | 2 |
| 8 | Physical Defex | x1 | 3 | 5 |
| 8 | Energy Defens | x1 | 5 | 3 |
| 5 | Speed | x10 | 3.1 | 19 |
| 8 | Recovery | x2 | 8 | 0 |
| 46 | Endurance | x1/2 | 46 | 0 |
| 39 | Stun | x1 | 29 | 10 |
| Characteristics Cost: | | | | 106 |
| STR Roll: 12- | Run | | | 26" |
| DEX Roll: 13- | Swim | | | 2" |
| INT Roll: 11- | Jump | | | 3" |
| EGO Roll: 11- | | | | |
| PER Roll: 11- | | | | |

Experience: 0

| | | |
|---|--------------|---------------|
| DISADVANTAGES | BASE: | 95+PTS |
| DNPC, "Kid brother", less powerful, appear 8- | | 5 |
| Distinctive, "Detects as a mutant", easily concealable, major | | 10 |
| Hunted, "UNTIL", more powerful, non-combat | | 20 |
| influence, harsh, appear 8- | | |
| Hunted, "Genocide", more powerful, harsh, appear 11- | | 20 |
| Psych Lim, "Compulsive liar", very common, moderate | | 15 |
| Psych Lim, "Greedy", very common, strong | | 20 |
| Secret ID, "Christina Saunders" | | 15 |
| Vuln, "Fire attacks", common, x2 stun | | 20 |
| Vuln, "Laser attacks", uncommon, x2 stun | | 10 |
| Vuln, "Fire attacks", common, x2 body | | 20 |

Disadvantages Total : 155
Experience Spent + 0
Total Points = 250

ENEMIES

| | | |
|------------|---|------------|
| PTS | POWERS | END |
| 20 | EC (25), Not in Hot/Dry Conditions (-1/4) | |
| 28a) | 8D6 EB, x1 Armor Piercing (+1/2) | |
| 20b) | 5D6 Entangle | |
| 22c) | 20/15 Force Field, 0 END (+1/2) | |
| 11d) | 12/8 Force Wall, 4 Charges (-1) | |
| 20e) | +20" Running, 1/2 END (+1/4) | |
| 20 | Invisibility, IR ==Skills== | |
| 3 | Acting 12- | |

144 : **Powers Total**
106 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

| | | | | |
|-----------------|--------------|------------|------------|---------------|
| Maneuver | Phase | OCV | DCV | Effect |
| Block | 1/2 | +0 | +0 | stops attack |
| Brace | 0 | +2 | 1/2 | +2 vs RMod |
| Disarm | 1/2 | -2 | +0 | STR vs STR |
| Dodge | 1/2 | +0 | +3 | all attacks |
| Grab | 1/2 | -1 | -2 | grab, do STR |
| Haymaker | 1/2 | +0 | -5 | x1 1/2 STR |
| 6 Move By | 1/2 | -2 | -2 | STR/2 + v/5 |
| 5 Move Through | 1/2 | -v/5 | -3 | STR + v/3 |
| Set | 1 | +1 | +0 | |

| | | | | | | |
|-------------|----|----|-----|-----|-----|------|
| Rang | <4 | <8 | <16 | <32 | <64 | <128 |
| RMod | -0 | -2 | -4 | -6 | -8 | -10 |

2 DEX: 21 SPD: 5 ECV: 3
2 Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 28/ 20 ED/rED 23/ 15
END: 46 STUN: 39 BODY: 10

| | | | | | | |
|------------|------------|--------------|--------------|--------------|-----------|--------------|
| 3D6 | Loc | StunX | NStun | BodyX | CV | Armor |
| 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 1/2 | x1 | -7 | |
| 13 | Vitals | x4 | x1 1/2 | 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 | |

NOTES
Champions 4 pC26
Name: Christina Saunders
Species: Human mutant
Gender: Female

