

**NAME:** Sandstorm - High  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
18/33	Strength	x1	10	8
20/23	Dexterity	x3	10	30
20/25	Constitution	x2	10	20
15	Body	x2	10	10
10	Intelligence	x1	10	0
13/18	Ego	x2	10	6
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
15/18	Physical Defexl	7	11	11
14/16	Energy Defensx1	5	10	10
5/6	Speed	x10	3.3	20
8/12	Recovery	x2	12	0
40/50	Endurance	x1/2	50	0
33/44	Stun	x1	45	-1
<b>Characteristics Cost:</b>				122

<b>STR Roll:</b> 16-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 11-	Jump	7"
<b>EGO Roll:</b> 13-	Flight	18"
<b>PER Roll:</b> 11-		

**Experience:** 65

DISADVANTAGES	BASE:	100+PTS
Berserk, "Stunned", very common, occur 8-, recover 14-		15
Distinctive, "Tall, red hair", easily concealable, minor		5
Distinctive, "Adept", easily concealable, minor		5
Enraged, "Attacked by Ego powers", common, occur 11-, recover 11-		10
Hunted, "Shark Squad", as powerful, harsh, appear 11-		15
Hunted, "London Watch", more powerful, harsh, appear 8-		15
Psych Lim, "Hates mentalists", uncommon, strong		10
Psych Lim, "Greedy", common, strong		15
Psych Lim, "Gullible", common, strong		15
Rep, "Minor league super villain", occur 11-		10
Rivalry, "Gale Force", professional		5
Secret ID, "Andrew Soames"		15
Susc, "Cut off from power supply", uncommon, effect is instant, 3D6		15
Vuln, "Illusions and Images", uncommon, x1 1/2 effect		5
Vuln, "Water or ice powers", uncommon, x2 stun		10
Watched, "Blizzard King", as powerful, non-combat influence, mild, appear 8-		5

**Disadvantages Total :** 170  
**Experience Spent +** 65  
**Total Points =** 335

# The Four Winds

PTS	POWERS	END
19	8/8 Armor, Only In Hero ID(-1/4)	
20	EC (30), OIF(-1/2)	
27a)	8D6 EB, x5 Autofire (+1/2), 1/2 END(+1/4)	2
20b)	8D6 EB, Explosion(+1/2)	6
21c)	11/9 Force Wall, opaque, 1/2 END(+1/4)	3
24	18" Flight, OIF(-1/2)	4
54	PKG, OIF(-1/2)	1
(7)	+5 CON	
(6)	+3 DEX	
(7)	+5 EGO	
(1)	+1 ED	
(5)	+0.7 SPD	
(10)	+15 STR	1
(7)	Life Support, doesn't breathe	
(4)	10 Mental Defense	
(7)	10 Power Defense	
	==Skills==	
24	3 Levels, all combat	
0	PS: Deep Sea Diver 8-	
2	TF, Water Vehicles	
2	WF, Small Arms	

213 : **Powers Total**  
122 + **Characteristic Total**  
335 = **Total Cost**

Base OCV: 8      Base DCV: 8  
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
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 23      SPD: 5/6      ECV: 6  
Phases - 2 - 4 - 6 - 8 - 10 - 12  
PD/rPD 26/ 8      ED/rED 24/ 8  
END: 50      STUN: 44      BODY: 15

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

Kingdom of Champions (410)  
p158  
Name: Andrew Soames  
Species: Human mutate  
Gender: Male  
Hair: Red  
Team: The Four Winds

