

NAME: Sandstorm - Low
PLAYER:

VALUE	CHAR	COST	BASE	PTS
18	Strength	x1	10	8
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
15	Body	x2	10	10
10	Intelligence	x1	10	0
13	Ego	x2	10	6
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
15	Physical Defex	x1	4	11
14	Energy Defens	x1	4	10
5	Speed	x10	3.0	20
8	Recovery	x2	8	0
40	Endurance	x1/2	40	0
33	Stun	x1	34	-1
Characteristics Cost:				122

STR Roll: 13-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	4"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 0

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
Vuln, "Illusions and Images", uncommon, x1 1/2 effect		5
Vuln, "Water", uncommon, x1 1/2 stun		5
Watched, "Blizzard King", as powerful, non-combat influence, mild, appear 8-		5

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

The Four Winds

PTS	POWERS	END
19	8/8 Armor, Only In Hero ID(-1/4)	
60	MP (60)	
6u	8D6 EB, x5 Autofire (+1/2)	4
6u	8D6 EB, Explosion(+1/2)	6
4m	10" Flight	2
5u	11/9 Force Wall, opaque ==Skills==	5
24	3 Levels, all combat	
0	PS: Deep Sea Diver 8-	
2	TF, Water Vehicles	
2	WF, Small Arms	

128 : **Powers Total**
122 + **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
Move By	1/2	-2	-2	STR/2 + v/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

DEX: 20 SPD: 5 ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 23/ 8 ED/rED 22/ 8
END: 40 STUN: 33 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

