

NAME: Zephyr
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
30	Dexterity	x3	10	60
23	Constitution	x2	10	26
10	Body	x2	10	0
15	Intelligence	x1	10	5
14	Ego	x2	10	8
20	Presence	x1	10	10
24	Comeliness	x1/2	10	7
8	Physical Defex	x1	3	5
12	Energy Defens	x1	5	7
6	Speed	x10	4.0	20
8	Recovery	x2	8	0
46	Endurance	x1/2	46	0
30	Stun	x1	30	0
Characteristics Cost:				153

STR Roll: 12-	Run	6"
DEX Roll: 15-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 12-	Flight	30"
PER Roll: 12-		

Experience: 271

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Champions", more powerful, non-combat influence, harsh, appear		8-
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear		8-
Psych Lim, "Code vs. killing", common, total		20
Psych Lim, "Hatred of police and authority figures", common, total		20
Public ID, "Angela Charles"		10

Disadvantages Total : 100
Experience Spent + 271
Total Points = 571

ENEMIES

PTS	POWERS	END
50	EC (Air) (50)	
58a)	12D6 Dispel, "Fire Starvation", vs SFX (all powers)	11
90b)	30" Flight, x8 Non-Combat, Rapid non-combat movement (+1/4), Combat acceleration/deceleration(+1/4), 0 END(+1/2)	0
30	15/15 Force Field	
10	Life Support, doesn't breathe	
81	MP (Air) (81)	
7u	6D6 EB, NND(+1), Defense: Self-contained breathing, 0 END(+1/2)	0
8u	8D6 EB, Double Knockback(+3/4), 1/2 END(+1/4)	4
5u	8D6 EB, No Range(-1/2), Area Effect(+1), cone	8
8u	8D6 EB, Random knockback(0), Area Effect(+1), radius	8
8u	36 STR TK, 0 END(+1/2)	0
25	Spatial Awareness ==Skills==	
3	Acrobatics 15-	
3	Breakfall 15-	
3	Climbing 15-	
3	KS: Con Games 12-, (INT based)	
2	KS: The Superhuman World 11-	
9	3 Levels: Flight, tight group	
3	Lockpicking 15-	
3	SC: Meteorology 12-, (INT based)	
3	Security Systems 12-	
3	Stealth 15-	
3	Streetwise 13-	

418 : Powers Total
153 + Characteristic Total
571 = Total Cost

Base OCV:10 Base DCV:10
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: 30	SPD: 6	ECV: 5
Phases - 2	- 4	- 6 - 8 - 10 - 12
PD/rPD 23/ 15	ED/rED 27/ 15	
END: 46	STUN: 30	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
Conquerors, Killers and Crooks (202) p215
Name: Angela Charles
Species: Human mutant
Gender: Female
Hair: Platinum blonde
Eyes: Blue

