

NAME: Blizzard King - High PLAYER:				
VALUE	CHAR	COST	BASE	PTS
15/30	Strength	x1	10	5
18/20	Dexterity	x3	10	24
20/25	Constitution	x2	10	20
13	Body	x2	10	6
20	Intelligence	x1	10	10
14/20	Ego	x2	10	8
15/25	Presence	x1	10	5
10	Comeliness	x1/2	10	0
10/18	Physical Defex	x1	6	7
12/17	Energy Defens	x1	5	8
4/6	Speed	x10	3.0	12
7/15	Recovery	x2	11	0
40/60	Endurance	x1/2	50	0
32/58	Stun	x1	41	1
Characteristics Cost:				106

STR Roll: 15-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	6"
EGO Roll: 13-	Gliding	8"
PER Roll: 13-	Teleportati	20"

Experience: 49

DISADVANTAGES	BASE: 200+ PTS
Berserk, "Humiliated or has powers taken away", common, occur 11-, recover 14-	15
Distinctive, "Adept", easily concealable, minor	5
Hunted, "London Watch", more powerful, harsh, appear 8-	15
Hunted, "Shark Squad", as powerful, harsh, appear 11-	15
Psych Lim, "Bitter", very common, moderate	15
Psych Lim, "Arrogant", common, strong	15
Psych Lim, "Greedy for power", common, total	20
Rep, "Small time super villian", occur 11-	10
Rivalry, "Other super villian leaders", professional	5
Secret ID, "Doctor Brian Lazenby-King"	15
Susc, "Power supply cut off", uncommon, effect is instant, 3D6	15
Unluck, 1D6	5
Vuln, "Ego Attacks", uncommon, x1 1/2 stun	5
Vuln, "Heat/Flame", uncommon, x1 1/2 stun	5
Watched, "Four Winds team members", more powerful, harsh, appear 11-	10
Disadvantages Total : 170	
Experience Spent + 49	
Total Points = 419	

The Four Winds

PTS	POWERS	END
25	EC (25)	
47a)	5" Darkness, Sight Group, [1/2 END(+1/4), OIF(-1/2)	3
30b)	5D6 EB, NND(+1), Defense: Life Support vs. cold or 20+ ED, [1/2 END(+1/4), OIF(-1/2)	3
23c)	20/20 Force Field, [1/2 END(+1/4), OIF(-1/2)	2
47d)	20" Teleport, x4 Increased Mass, x4 Increased Range, [1/2 END(+1/4), OIF(-1/2)	2
3	Life Support, safe in heat/cold	
99	PKG, OIF(-1/2)	1
(7)	+5 CON	
(4)	+2 DEX	
(8)	+6 EGO	
(3)	+10 END	
(3)	+4 ED	
(5)	8" Gliding	
(9)	Life Support, doesn't breathe, safe in vacuum/pressure	
(4)	10 Mental Defense	
(3)	+5 PD	
(7)	10 Power Defense	
(7)	+10 PRE	
(5)	+4 REC	
(13)	+2.0 SPD	
(10)	+15 STR	1
(11)	+16 STUN	
17	Spatial Awareness, Only works in his own Darkness(-1/2) ==Perks==	
2	11- Contact: Scientific community	
1	8- Contact: UK Government ==Skills==	
3	Computer Programming 13-	
3	Deduction 13-	
2	SC: Electronic Engineering 13-, (INT based)	
2	SC: Genetics 13-, (INT based)	
2	SC: Physics 13-, (INT based)	
2	SC: Psionic Theory 13-, (INT based)	
2	SC: Psychology 13-, (INT based)	
3	Scientist	
313	Powers Total	
106	+ Characteristic Total	
419	= 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: 4/6	ECV: 7
Phases - 2 - 4 - 6 - 8 - 10 - 12		
PD/rPD 38/ 20	ED/rED 37/ 20	
END: 60	STUN: 58	BODY: 13

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
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 Name: Doctor Brian Lazenby-King
 Species: Human mutate
 Gender: Male
 Team: The Four Winds (leader)



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106 + Characteristic Total
419 = Total Cost