

NAME: Gale Force - High
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15/25	Strength	x1	10	5
20/24	Dexterity	x3	10	30
20/25	Constitution	x2	10	20
10	Body	x2	10	0
13	Intelligence	x1	10	3
14	Ego	x2	10	8
15/18	Presence	x1	10	5
10	Comeliness	x1/2	10	0
15/18	Physical Defex	x1	5	12
14/16	Energy Defens	x1	5	10
5/6	Speed	x10	3.4	20
7/12	Recovery	x2	10	0
40/50	Endurance	x1/2	50	0
33/44	Stun	x1	36	5
Characteristics Cost:				118

STR Roll: 14-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	5"
EGO Roll: 12-	Flight	25"
PER Roll: 12-		

Experience: 91

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Adept", easily concealable, minor		5
Hunted, "Shark Squad", as powerful, harsh, appear 11-		15
Hunted, "London Watch", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Enjoys using her powers", uncommon, moderate		5
Psych Lim, "Impatient", common, strong		15
Psych Lim, "Arrogant", common, strong		15
Psych Lim, "Greedy", common, strong		15
Rep, "Minor super villain", occur 11-		10
Rivalry, "Sandstorm", professional		5
Secret ID, "Galana Forman"		15
Susc, "Power supply cut off", uncommon, effect is instant, 3D6		15
Unluck, 4D6		20
Vuln, "Pain based attacks", uncommon, x1 1/2 stun		5
Vuln: x2 Stun from TK attacks, OIF		7
Watched, "Blizzard King", as powerful, non-combat influence, mild, appear 8-		5

Disadvantages Total : 172
Experience Spent + 91
Total Points = 363

The Four Winds

PTS	POWERS	END
20	EC (20)	
51a)	25" Flight, x8 Non-Combat, [1/2 END (+1/4), OIF(-1/2)	3
40b)	25/25 Force Field, [1/2 END(+1/4), OIF(-1/2)	3
28c)	+40 STR, [1/2 END (+1/4), OIF(-1/2)	2
20d)	20 STR TK, fine manipulation	4
10	5" KB Resist	1
54	PKG, OIF(-1/2)	
(7)	+5 CON	
(8)	+4 DEX	
(1)	+1 ED	
(7)	Life Support, doesn't breathe	
(5)	10 Mental Defense	
(1)	+1 PD	
(7)	10 Power Defense	
(2)	+3 PRE	
(3)	+2 REC	
(4)	+0.6 SPD	
(7)	+10 STR	1
(2)	+3 STUN	
	==Skills==	
3	Combat Driving 14-	
16	2 Levels, all combat	
3	Mechanics 11-	

245 : **Powers Total**
118 + **Characteristic Total**
363 = **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	

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

DEX: 24 SPD: 5/6 ECV: 5
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 43/ 25 ED/rED 41/ 25
END: 50 STUN: 44 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
Kingdom of Champions (410)
p158
Name: Galana Forman
Gender: Female
Hair: Blonde
Team: The Four Winds

