

NAME: Kestrel
PLAYER:

VALUE	CHAR	COST	BASE	PTS
18	Strength	x1	10	8
20	Dexterity	x3	10	30
18	Constitution	x2	10	16
10	Body	x2	10	0
18	Intelligence	x1	10	8
18	Ego	x2	10	16
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
11	Physical Defex	x1	4	7
10	Energy Defens	x1	4	6
4	Speed	x10	3.0	10
8	Recovery	x2	8	0
36	Endurance	x1/2	36	0
28	Stun	x1	28	0
Characteristics Cost:				109

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

Experience: 3

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Wings", easily concealable, minor		5
Hunted, "VIPER", more powerful, harsh, appear	11-	20
Hunted, "Reapers", more powerful, harsh, appear	11-	20
Physical Lim, "Needs specialized medical care", infrequently, greatly		10
Physical Lim, "Clumsy in tight situations", frequently, greatly		15
Psych Lim, "Ignorance of Earth's customs", very common, strong		20
Psych Lim, "Hatred of injustice", very common, strong		20
Public ID		10
Vuln, "Water", uncommon, x1 1/2 stun		5
Vuln, "Fire", common, x2 stun		20
Unluck, 1D6		5

Disadvantages Total : 150
Experience Spent + 3
Total Points = 253



PTS	POWERS	END
5	9 Mental Defense	
17	MP (26), May be interfered with(-1/2)	
2u	13" Flight	3
1u	20" Gliding	
65	MP (65)	
4u	Desolid	4
6u	6D6 Ego Attack	6
2u	Invisibility, Sight, 1/2 END(+1/4)	1
5u	8D6 Mind Control, 1/2 END(+1/4)	2
5u	6D6 Telepathy, Invisible(+1/2), Mental Group, 1/2 END(+1/4) ==Skills==	2
3	Lang: English, fluent w/accnt	
0	Lang: Winged Folk, native	
2	SC: Parapsychology 11-	
1	SC: Psychology 8-	
9	3 Levels: Mental Multipower, tight group ==Equipment==	
17	1D6 HKA, OIF(-1/2), 1/2 END(+1/4), [x1 Armor Piercing(+1/2), Only when flying or gliding(-1/4)]	1

144 : **Powers Total**
 109 + **Characteristic Total**
 253 = **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 **ECV:** 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 11/ 0 **ED/rED** 10/ 0
END: 36 **STUN:** 28 **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
 Strike Force (42) p32
 Name: Kestral
 Species: Winged Folk mutant
 Gender: Female
 Height: 6 feet
 Weight: 130 pounds
 Hair: Auburn
 Eyes: Brown
 Team: Strike Force

