

<b>NAME:</b> Silver Shadow				
<b>PLAYER:</b>				
VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
20	Dexterity	x3	10	30
18	Constitution	x2	10	16
9	Body	x2	10	-2
14	Intelligence	x1	10	4
14	Ego	x2	10	8
10	Presence	x1	10	0
14	Comeliness	x1/2	10	2
7	Physical Defex	x1	2	5
7	Energy Defens	x1	4	3
5	Speed	x10	3.0	20
6	Recovery	x2	6	0
36	Endurance	x1/2	36	0
23	Stun	x1	23	0
<b>Characteristics Cost:</b>				86

<b>STR Roll:</b> 11-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	2"
<b>EGO Roll:</b> 12-	Flight	20"
<b>PER Roll:</b> 12-		

**Experience:** 76

DISADVANTAGES	BASE:	100+PTS
DNPC, "Father", normal, appear 8-		10
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Villain group", as powerful, harsh, appear 8-		10
Psych Lim, "Secretly in love with Clansman", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Rep, "Famous UK heroine", occur 8-		5
Secret ID, "Anne Matthews"		15
Watched, "UK government", more powerful, non-combat influence, harsh, appear 14-		15
<b>Disadvantages Total :</b>		95
<b>Experience Spent +</b>		76
<b>Total Points =</b>		271

## THE NEW KNIGHTS OF THE ROUND TABLE

PTS	POWERS	END
25	EC (25), "Energy Reflection"	
25a)	20" Flight, 1/2 END (+1/4)	2
37b)	25/25 Force Field, 1/2 END(+1/4)	3
25c)	7 OCV Missile Deflection, deflect all attacks, reflect at any target	
36	PKG, "Energy Reflection", Linked (-1/2), "Force Field" (+10 to Concealment skill	3
(13)	(2) 5 Flash Defense, Sight Group, 14- Activation (-1/2)	
	(2) 5 Flash Defense, Hearing Group, 14- Activation(-1/2)	
	(2) 8 Mental Defense, 14- Activation(-1/2)	
	(2) 5 Power Defense, 14- Activation(-1/2)	
(15)	+30 STR, doesn't add to figured	3
	==Skills==	
3	Breakfall 13-	
5	Choke Hold	
3	Concealment 12-	
4	Martial Disarm	
4	Martial Escape	
3	Martial Throw	
0	PS: Student 8-	
3	Sacr Throw	
1	TF, Planes	
	==Talents==	
5	1D6 Luck	
	==Equipment==	
6	3/3 Armor, OIF(-1/2)	

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	
Choke Hold	1/2	-2	+0	2D6
Martial Disarm	1/2	-1	+1	20 STR
Martial Escape	1/2	+0	+0	25 STR
Martial Throw	1/2	+0	+1	2D6 + v/5
Sacr Throw	1/2	+2	+1	2D6

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

DEX: 20      SPD: 5      ECV: 5  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 35/ 28 ED/rED 35/ 28  
END: 36      STUN: 23      BODY: 9

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**

April 15th, 2015  
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Kingdom of Champions (410)  
p122  
Name: Anne Matthews  
Species: Human mutant  
Gender: Female  
Team: The New Knights of the Round Table



185 : Powers Total  
86 + Characteristic Total  
271 = Total Cost