

**NAME:** Skylark  
**PLAYER:**

| VALUE                        | CHAR           | COST | BASE | PTS        |
|------------------------------|----------------|------|------|------------|
| 20                           | Strength       | x1   | 10   | 10         |
| 20                           | Dexterity      | x3   | 10   | 30         |
| 18                           | Constitution   | x2   | 10   | 16         |
| 10                           | Body           | x2   | 10   | 0          |
| 23                           | Intelligence   | x1   | 10   | 13         |
| 14                           | Ego            | x2   | 10   | 8          |
| 18                           | Presence       | x1   | 10   | 8          |
| 14                           | Comeliness     | x1/2 | 10   | 2          |
| 6                            | Physical Defex | x1   | 4    | 2          |
| 6                            | Energy Defens  | x1   | 4    | 2          |
| 6                            | Speed          | x10  | 3.0  | 30         |
| 10                           | Recovery       | x2   | 8    | 4          |
| 36                           | Endurance      | x1/2 | 36   | 0          |
| 29                           | Stun           | x1   | 29   | 0          |
| <b>Characteristics Cost:</b> |                |      |      | <b>125</b> |

|                      |        |     |
|----------------------|--------|-----|
| <b>STR Roll:</b> 13- | Run    | 6"  |
| <b>DEX Roll:</b> 13- | Swim   | 2"  |
| <b>INT Roll:</b> 14- | Jump   | 4"  |
| <b>EGO Roll:</b> 12- | Flight | 15" |
| <b>PER Roll:</b> 14- |        |     |

**Experience:** 69

| DISADVANTAGES   | BASE: | 100+PTS |
|---|-------|---------|
| Enraged, "Innocents hurt", common, occur 8-, recover 14-                              |       | 5       |
| Hunted, "Lord Dire", more powerful, harsh, appear 8-                                  |       | 15      |
| Hunted, "Multicorp", less powerful, non-combat influence, harsh, appear 11-           |       | 15      |
| Psych Lim, "In love with Sirius", common, strong                                      |       | 15      |
| Psych Lim, "Scientific curiosity", common, strong                                     |       | 15      |
| Psych Lim, "Code vs. killing", common, total  |       | 20      |
| Rep, "Leader of the Sentinels & all around hero", occur 11-                           |       | 10      |
| Secret ID, "Doctor James Adam Elliot"   |       | 15      |
| Vuln, "Sonics, vibration and vertigo", common, x1 1/2 stun                            |       | 10      |
| Watched, "Canadian government", more powerful, non-combat influence, harsh, appear 8- |       | 10      |

**Disadvantages Total :** 130  
**Experience Spent +** 69  
**Total Points =** 299

# ALLIES™

**PTS POWERS END**

==Skills==  
 3 Acrobatics 13-  
 3 Breakfall 13-  
 3 Computer Programming 14-  
 5 Electronics 13-  
 5 Gadgeteering 15-  
 3 Inventor 15-  
 3 KS: Super Beings 14-, (INT based)  
 2 Lang: French, fluent conversation  
 3 1 Levels: Electronics, Inventor & Mechanics (included)  
 3 1 Levels: Flight, tight group  
 3 1 Levels: Multipower, tight group  
 3 Mechanics 12-  
 2 SC: Chemistry 14-, (INT based)  
 2 SC: Mathematics 14-, (INT based)  
 2 SC: Optics 14-, (INT based)  
 3 SC: Physics 15-, (INT based)  
 2 SC: Robotics 14-, (INT based)  
 3 Scientist  
 ==Talents==  
 10 2D6 Luck  
 ==Equipment==  
 16 8/8 Armor, "Suit", OIF (-1/2)  
 29 15" Flight, x4 Non-Combat, OIF(-1/2), 1/2 END(+1/4)  
 27 MP (40), "Wristbands", OIF(-1/2)  
 3u 8D6 EB (Heat), 13-16 Charges(0)  
 3u 4D6 Flash, Sight, 13-16 Charges(0)  
 1u Invisibility, Sight, IR, 7-8 Charges(0), continuing, duration: 1 turn  
 6 +6 Telescopic Sense, "Visor", Sight Group, OIF(-1/2)  
 26 VPP (20), only change in given circ, "Gadgets", IIF(-1/4)

174 : **Powers Total**  
125 + **Characteristic Total**  
299 = **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  |              |

|             |    |    |     |     |     |      |
|-------------|----|----|-----|-----|-----|------|
| <b>Rang</b> | <4 | <8 | <16 | <32 | <64 | <128 |
| <b>RMod</b> | -0 | -2 | -4  | -6  | -8  | -10  |

DEX: 20 SPD: 6 ECV: 5  
 Phases - 2 - 4 - 6 - 8 - 10 - 12  
 PD/rPD 14/ 8 ED/rED 14/ 8  
 END: 36 STUN: 29 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**  
 Champions of the North (419) p46  
 Name: Doctor James Adam Elliot  
 Species: Human  
 Gender: Male  
 Height: 5 feet 11 inches  
 Weight: 77kg  
 Hair: Brown  
 Eyes: Brown  
 Team: Sentinels (leader)

