

Name: Aqua
 Player: SCM



Base OCV: 6 Base DCV: 6
 Adjustment + _____ Adjustment + _____
 Final OCV = _____ Final DCV = _____

Val	Char	Base	Cost	Max	Pts.
15	STR	10	x1	_____	5
18	DEX	10	x3	_____	24
20	CON	10	x2	_____	20
25	BODY	10	x2	_____	30
23	INT	10	x1	_____	13
18	EGO	10	x2	_____	16
18	PRE	10	x1	_____	8
14	COM	10	x½	_____	2
20	PD	3	x1	_____	17
20	ED	4	x1	_____	16
5	SPD	2.8	x10	_____	22
7	REC	7	x2	_____	0
40	END	40	x½	_____	0
43	STUN	43	x1	_____	0

Characteristics Cost: 173

STR Roll: 12-
 DEX Roll: 13-
 CON Roll: 13-
 INT Roll: 14-
 EGO Roll: 13-
 PER Roll: 14-

Run: 6/9"
 Swim: 2/42"
 Jump: 3"

Disadvantages + Base: 150

- 5 DF: Slightly blue-tinted skin; Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0
- 10 DNPC: Anderson, Brother (Normal, 8-); Skills: Normal, +0
- 10 Public Identity
- 10 Reputation: Environmentalist (11-)
- 15 Psych: Crusader, always has a cause (Common, Strong)
- 10 Psych: Craves Privacy (Common, Moderate)
- 15 Psych: Environmentalist (Common, Strong)
- 15 Hunted: Evil Polluting Corporation (8-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, x1; Punishment: Harsh, 0
- 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, x1; Punishment: Harsh, 0
- 8 Watched: Government Agency (8-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: x½; Punishment: Harsh, 0
- 5 Watched: Media (8-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: x½; Punishment: Harsh, 0
- 30 Vulnerability: Fire/Energy Attacks (2x Effect); Attack: Very Common, +15

Sex: Female, Age: 33
 Appearance: 5'5, bluish tint to skin, short black hair

Experience 0
 Disadvantages Total: 148
 Experience Spent + 0
 Total Cost = 298

Skill / Pts.	Talent / Perk / Power	END/ Roll
72	Multipower (90-pt reserve); Limited Power (Not in dry environments/high heat): Slightly, -¼	
u-7	9d6 Block of Ice (DEF 9); Range: 450	9
u-7	9d6 Steam Blast (Normal Sight); Range: 450	9
u-7	30d6 Dispel Fire; Range: 450; Affects: One Power, +0	9
u-6	4d6 Sheet of Ice (Return/turn); Range: 0; Area Effect (Radius): 4" radius, +1; Affects: Single Power, +0	8
u-7	4d6 Ice Shards; Range: 450; Autofire: 5 shots, ½	9
u-7	10d6 Wide-Area Water Blast; Range: 435; Versus: PD; Nonselective Target: -¼; Area Effect (Cone): 7" long, +1	9
u-10	15d6 Water Blast; Range: 470; Versus: PD; Reduced END: Half, +¼	3
u-5	Change Environment (16" rad.); Effect: Variable, +1; Reduced END: Half, +¼	2
16	Elemental Control (20-pt reserve); Limited Power (Not in dry environment/high heat): Slightly, -¼	
a-16	Swimming (+40", 42", NC: 84"); Non-Combat Multiplier: x2, +0; Non-Combat (MPH): 149	8
b-16	Regeneration (4 BODY/Turn); Regenerate: Standard, +0	
c-16	Desolidification (Vulnerable to Fire)	4
d-26	1/2 Damage Reduction	
24	Damage Reduction (Physical, 50% Resistant)	
12	Damage Reduction (Energy, 25% Resistant)	
20	Damage Resistance (20 PD/20 ED)	
16	END Reserve (200 END, 0 REC/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -¼	
8	END Reserve REC (10/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -¼	
5	Breathe in Water	
6	Running (+3", 9", NC: 18"); Non-Combat Multiplier: x2, +0; Non-Combat (MPH): 11	2
25	+5 level w/DCV Levels	
12	+4 level w/Levels w/ Multipower	
8	+1 level w/All Combat	
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3	Speed Reading	
5	Cramming	
10	Eidetic Memory	
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3	Scientist	
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1	Biochemistry	11-
1	Biology	11-
1	Chemistry	11-
3	CK: Portland	14-
3	Computer Programming	14-
1	Ecology	11-
3	High Society	13-
2	KS: Yachting Types	11-
1	Marine Biology	11-
3	Mechanics	11-

382 : Skills and Powers Cost
 173 + Characteristics Cost
 555 = Total Cost

Levels: +5 DCV Levels, +4 Levels w/ Multipower, +1 All Combat

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	½	-	+0	stops attacks, abort
Brace	0	+2	½	+2 vs. RMod
Disarm	½	-2	0	disarm: STR vs. STR
Dodge	½	-	+3	vs. all attacks, abort
Grab	½	-1	-2	grab, do STR
Haymaker	½	0	-5	4½d6 bef. Pushing
Move By	½	-2	-2	1½d6+v/5
Move Through	½	-v/5	-3	3d6+v/3
Set	1	+1	0	
Strike	½	+0	+0	STR or weapon type
Other Attacks	½	+0	+0	
Covered	½	-2*	+0	target held at gunpoint
Dive for Cover	½	+0	+0	moves character, abort
Pull a Punch	½	-1/3d6	0	full STUN, ½ BODY
Roll w/Punch	½	-2	-2	½ STUN/BODY, abort
Snap Shot	1	-1	0	duck behind cover
Suppression	1	-2	+0	continuous autofire
Sweep	1	-2	x½	hit mult. targets HTH

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 18, SPD: 5, ECV: 6
 Phases: 3, 5, 8, 10, 12
 PD/rPD: 20/20 ED/rED: 20/20 MD: 0
 END: _____ STUN: _____ BODY: _____
 Lift: 200kg

Skill / Pts. Talent / Perk / Power END/ Roll

3	Navigation	11-
3	Oratory	13-
3	Paramedic	14-
5	PS: Environmental Chemist	16-
2	PS: Sailor	11-
1	Research	11-
3	Streetwise	13-
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2	Small Arms	
1	TF: Boats	
1	TF: Scuba	