Name: Aqua			Base OCV: <u>6</u> Base DCV: <u>6</u>
Player: SCM			Adjustment + Adjustment + Final OCV = Final DCV =
Val Char Base Cost Max	Pts.	THE SUPPLY ROLE	Levels: +5 DCV Levels, +4 Levels w/ Multipower,
		- In all	+1 All Combat
<u>15</u> STR <u>10</u> x1 <u>11</u> DEX <u>10</u> x3	 24		۹
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	24	Skill / END/ Pts. Talent / Perk / Power Roll	Combot Monouvoro
$\frac{10}{25}$ BODY $\frac{10}{10}$ x2	30		Combat Maneuvers
$\frac{10}{23}$ INT $\frac{10}{10}$ x1	13	72 Multipower (90-pt reserve); Limited Power	ManeuverPhase OCV DCV EffectBlock1/2+0stops attacks, abort
$\frac{10}{18}$ EGO $\frac{10}{10}$ x ²	16	(Not in dry environments/high heat): Slightly, -1/4	Brace 0 +2 ½ +2 vs. RMod
18 PRE 10 x1	8	u-7 9d6 Block of Ice (DEF 9); Range: 450 9	Disarm $\frac{1}{2}$ -2 0 disarm: STR vs. STR Dodge $\frac{1}{2}$ +3 vs. all attacks, abort
$\begin{array}{c c} \hline 10 \\ \hline 14 \\ \hline COM \\ \hline 10 \\ \hline 10 \\ \hline x^{1/2} \\ \hline \end{array}$	2	u-7 9d6 Steam Blast (Normal Sight); Range:	Grab 1/2 -1 -2 grab, do STR
20 PD 3 x1	17	450 9	Haymaker 1/2 0 -5 41/2d6 bef. Pushing
20 ED 4 x1	16	u-7 30d6 Dispel Fire; Range: 450; Affects: One Power, +0 9	Move By 1/2 -2 -2 11/2d6+v/5 Move Through 1/2 -v/5 -3 3d6+v/3
5 SPD 2.8 x10	22	u-6 4d6 Sheet of Ice (Return/turn); Range:	Set 1 +1 0
7 REC 7 x2	0	0; Area Effect (Radius): 4" radius, +1;	Strike $\frac{1}{2}$ +0 +0 STR or weapon type Other Attacks $\frac{1}{2}$ +0 +0
40 END 40 x ¹ / ₂	0	Affects: Single Power, +0 8	Covered $\frac{1}{2}$ -2 [*] +0 target held at gunpoint
43 STUN 43 x1	0	u-7 4d6 Ice Shards; Range: 450; Autofire: 5 shots, 1/2 9	Dive for Cover $\frac{1}{2}$ +0 +0 moves character, abort Pull a Punch $\frac{1}{2}$ -1/3d6 0 full STUN, $\frac{1}{2}$ BODY
Characteristics Cost:	173	u-7 10d6 Wide-Area Water Blast; Range:	Roll w/Punch 1/2 -2 -2 1/2 STUN/BODY, abort
		435; Versus: PD; Nonselective Target:	Snap Shot 1 -1 0 duck behind cover Suppression 1 -2 +0 continuous autofire
STR Roll: 12- Run: 6/9" DFX Roll: 13- Swim: 2/42"		<u>-1/4; Area Effect (Cone): 7" long, +1 9</u> u-10 15d6 Water Blast; Range: 470; Versus:	Suppression1-2+0continuous autofireSweep1-2×½hit mult. targets HTH
DEX Roll: 13- Swim: 2/42" CON Roll: 13- Jump: 3"		PD; Reduced END: Half, $+\frac{1}{4}$ 3	
INT Roll: 14-		u-5 Change Environment (16" rad.); Effect:	
EGO Roll: 13-		Variable, +1; Reduced END: Half, +1/4 2	
PER Roll: 14-		16 Elemental Control (20-pt reserve); Limited Power (Not in dry environment/high heat):	
	450	Slightly, -¼	
Disadvantages + Bas	e: 150	a-16 Swimming (+40", 42", NC: 84");	
5 DF: Slightly blue-tinted skin;		Non-Combat Multiplier: ×2, +0;	
Concealability: Easily, 5; Reaction:		Non-Combat (MPH): 149 8 b-16 Regeneration (4 BODY/Turn);	Range 0-4 5-8 9-16 17-32 33-64 65-128
Noticed and Recognizable, +0 10 DNPC: Anderson, Brother (Normal,	8-).	Regenerate: Standard, +0	RMod 0 -2 -4 -6 -8 -10
Skills: Normal, +0	0-),	c-16 Desolidification (Vulnerable to Fire) 4	DEX: 18, SPD: 5, ECV: 6
10 Public Identity		d-26 1/2 Damage Reduction	Phases: 3, 5, 8, 10, 12
10 Reputation: Environmentalist (11-)		24 Damage Reduction (Physical, 50% Resistant)	PD/rPD: 20/20 ED/rED: 20/20 MD: 0
15 Psych: Crusader, always has a caus (Common, Strong)	se	12 Damage Reduction (Energy, 25%	END: STUN: BODY:
10 Psych: Craves Privacy (Common,		Resistant)	Lift: 200kg
		20 Damage Resistance (20 PD/20 ED)	
Moderate)			
Moderate) 15 Psych: Environmentalist (Common,		16 END Reserve (200 END, 0 REC/turn);	Skill / END/
Moderate) 15 Psych: Environmentalist (Common, Strong)	8-).	16 END Reserve (200 END, 0 REC/turn); Limited Power (Not in high	Pts. Talent / Perk / Power Roll
Moderate) 15 Psych: Environmentalist (Common,		16 END Reserve (200 END, 0 REC/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -1/4 8 END Reserve REC (10/turn); Limited	Pts. Talent / Perk / Power Roll 3 Navigation 11-
Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geograph	combat ical	16 END Reserve (200 END, 0 REC/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -1/4 8 END Reserve REC (10/turn); Limited Power (Not in high temperatures/dry	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-
Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geograph Area: Unlimited, -0; Actions: Hunting	combat ical	16 END Reserve (200 END, 0 REC/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -1/4 8 END Reserve REC (10/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -1/4	Pts. Talent / Perk / Power Roll 3 Navigation 11-
Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-oc Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0	combat ical	16 END Reserve (200 END, 0 REC/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -1/4 8 END Reserve REC (10/turn); Limited Power (Not in high temperatures/dry	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-
Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-c	combat ical g, ×1; combat	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: ×2, +0; Non-Combat (MPH):	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-1 Research11-2 Stractwice12-
Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi	combat ical g, ×1; combat ical	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	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-1 Research11-2 Stractwice12-
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Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0	combat ical g, ×1; combat ical g, ×1;	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: ×2, +0; Non-Combat (MPH): 11 2 25 +5 level w/DCV Levels 12 +4 level w/Levels w/ Multipower	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-1 Research11-3 Streetwise132 Small Arms1 TF: Boats
Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geograph Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geograph Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 8 Watched: Government Agency (8-); Capabilities: As Powerful, 10; Non-c	combat ical g, ×1; combat ical g, ×1; combat	16 END Reserve (200 END, 0 REC/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -1/4 8 END Reserve REC (10/turn); Limited Power (Not in high temperatures/dry climates): Slightly, -1/4 5 Breathe in Water 6 Running (+3", 9", NC: 18"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 11 2 25 +5 level w/DCV Levels	Pts.Talent / Perk / PowerRoll3Navigation11-3Oratory13-3Paramedic14-5PS: Environmental Chemist16-2PS: Sailor11-1Research11-3Streetwise132Small Arms
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Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (i Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 8 Watched: Government Agency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Orly Watching:	combat ical g, ×1; combat ical g, ×1; combat ical	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: ×2, +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 3 Speed Reading	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-1 Research11-3 Streetwise132 Small Arms1 TF: Boats
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Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 8 Watched: Government Agency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 8 Watched: Government Agency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Only Watching: Punishment: Harsh, 0 5 Watched: Media (8-); Capabilities: L Powerful, 5; Non-combat Influence:	combat ical g, \times 1; combat ical g, \times 1; combat ical \times 1/2; ess	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: ×2, +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	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-1 Research11-3 Streetwise132 Small Arms1 TF: Boats
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Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 8 Watched: Government Agency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Only Watching: Punishment: Harsh, 0 5 Watched: Media (8-); Capabilities: L Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: ×½;	combat ical g, \times 1; combat ical g, \times 1; combat ical \times 1/2; ess	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: ×2, +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	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-1 Research11-3 Streetwise132 Small Arms1 TF: Boats
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Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (i Capabilities: As Powerful, 10; Non-control Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-control Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 8 Watched: Government Agency (8-); Capabilities: As Powerful, 10; Non-control Influence: Extensive, +5; Geographi Area: Unlimited, -0; Only Watching: Punishment: Harsh, 0 5 Watched: Media (8-); Capabilities: L Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: ×½; Punishment: Harsh, 0	combat ical g, ×1; combat ical g, ×1; combat ical ×1/2; 	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: ×2, +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 3 Speed Reading 5 Cramming 10 Eidetic Memory 1 Biochemistry 11- 1 Biology 11- 1 Chemistry 11-	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-1 Research11-3 Streetwise132 Small Arms1 TF: Boats
Moderate) 15 Psych: Environmentalist (Common, Strong) 15 Hunted: Evil Polluting Corporation (Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 15 Hunted: Evil Superagency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 8 Watched: Government Agency (8-); Capabilities: As Powerful, 10; Non-c Influence: Extensive, +5; Geographi Area: Unlimited, -0; Actions: Hunting Punishment: Harsh, 0 8 Watched: Media (8-); Capabilities: L Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: ×½; Punishment: Harsh, 0 30 Vulnerability: Fire/Energy Attacks (2 Effect); Attack: Very Common, +15	combat ical g, ×1; combat ical g, ×1; combat ical ×1/2; 	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: ×2, +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 3 Speed Reading 5 Cramming 10 Eidetic Memory 1 Biochemistry 11- 1 Biology 11- 1 Biology 11- 3 CK: Portland 14-	Pts.Talent / Perk / PowerRoll3 Navigation11-3 Oratory13-3 Paramedic14-5 PS: Environmental Chemist16-2 PS: Sailor11-1 Research11-3 Streetwise132 Small Arms1 TF: Boats
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