Character Name _	Lady Paladin
Alternate Identities	Sarah Frost
Player Name	



CHARACTERISTICS						
Val	Char	Points	Roll			
45	STR	_35	<u> 18-</u>			
18	DEX	16	<u>13-</u>			
18	CON	8	<u>13-</u>			
_23	INT	13	<u> 14-</u>			
18	EG0	8	<u>13-</u>			
20	PRE	10	<u>13-</u>			
10	OCV	<u>35</u>				
_ 7	DCV	20				
_ 3	OMCV	0				
6	DMCV	9				
6	SPD	40				
20/37	PD	18				
18/35	ED	16				
10	REC	6				
40	END	4				
18	BODY	8	Total Cost			
50	STUN	15	279			

CURRENT STATUS					
	Maximum	Current			
END	40				
BODY	18				
STUN	50				

VITAL INFORMATION
HTH damage (STR/5)d69d6
Lift 12.8tons STR END Cost 4
Phases 1 ② 3 ④ 5 ⑥ 7 ⑧ 9 ① 11 ①
Base OCV <u>10</u> Base DCV <u>7</u>
Base OMCV <u>3</u> Base DMCV <u>6</u>
Combat Skill Levels
Presence Attack (PRE/5)d6 <u>4d6</u>

OTATH EDIT	1011		
EXPERIENCE POINTS			
Total Points	448		
Total Experience Earned	52		
Experience Spent	48		
Experience Unspent	4		

	HIT LO	CA	ΓΙΟΝ	1 CH	AF	₹T
3d6 Roll	Location	STUN X	N STUN	BODY X	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	x½	-6	/_
17-18	Feet	x1	X½	X½	-8	/
Average Def						
DCV N	/lodifier _		_ Tota	l Weig	jht .	
Armo	r Notes					

ATTACKS & MANEUVERS					
Maneuver Phase OCV DCV Effects					
Block	1/2	+0		Block, abort	
Brace	0			+2 OCV vs B. Mod	
Disarm	1/2	-2	+0	Disarm, STR v. STR	
Dodge	1/2	_	+3	Abort, vs. all attacks	
Grab	1/2	-1	-2	Grab 2 limbs	
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STF	
Haymaker	1/2*	+0	-5	+4 DCs to attack	
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3	
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full	
Multiple Attack	1	var	1/2	Attack multiple times	
Set	1	+1	+0	Ranged attacks only	
Shove	1/2	-1	-1	Push 1m per 5 STR	
Strike	1/2	+0	+0	STR or weapon	
Throw	1/2	+0	+0	Throw w/ STR dmg	
Trip	1/2	-1	-2	Knock target Prone	
Basic Strike	1/2	+1	+0	Ild6 Strike	
Choke Hold	1/2	-2	+0	Grab One Limb; 2d6 NND	
Legsweep	<u>½</u>	+2		10d6 Strike, Target Falls	

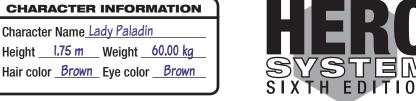
DEFENSES				
Type Amount/Effect				
Normal PD	20/37			
Resistant PD	0/17			
Normal ED	18/35			
Resistant ED	0/17			
Mental Defense	10			
Power Defense	8			
Flash Defense				
	<u> </u>			

SENSES	
erception Roll (9+INT/5) _	14-
nhanced and Unusual Se	nses

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	33-64 -6	65-125 126-250 -8 -10
Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1d6+3
High Shot (Head to Vitals)	-2	2d6+1
Body Shot (Hands to Legs)	-1	2d6+4
Low Shot (Shoulders to Feet)	-2	2d6+7*
Leg Shot (Vitals to Feet)	-4	1d6+12
* Treat a 19 as the F	eet loo	cation

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	20m	40m		
Swim (4m)	4m	8m		
H. Leap (4m)	24m	48m		
V. Leap (2m)	12m	24m		
Flight	26m	<u>52m</u>		
Movement SFX				

Character Name Lady Paladin



CAMPAIGN INFORMATION	
Campaign Name	
Genre XP thru Game 35	
Gamemaster	

SKILLS, PERKS, & TALENTS		
Cost	Name	Roll
7	Vilani Technology: Electronics	16-
3	Analyze: Combat	14-
3	Breakfall	13-
3	Bugging	14-
3	Bureaucratics	13-
3	Deduction	14-
3	Computer Programming	14-
3	Criminology	14-
3	Cryptography	14-
3	Electronics	14-
3	Lockpicking	13-
3	Mechanics	14-
3	Paramedics	14-
3	Conversation	13-
3	Charm	13-
3	Stealth	13-
3	Army Training: Survival	14-
3	Tactics	14-
	Chinese: Language (basic conversation)	
!	Russian: Language (fluent conversation)	
	Spanish: Language (basic conversation)	
	French: Language (basic conversation)	
	Arabic: Language (basic conversation)	
	Basic Strike	
_	Choke Hold	
_	Legsweep	
	Positive Reputation (Former Member,	
	Freedom Force) (A large group) +1/+1d6	8-
_		
<u> </u>	Combat Sense 14-	14-
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_		
_		
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_		
_		
		_
70	Total Skills, Perks, & Talents	Cost

ost	Name	Power/Equipment E	ND
27	Gadgeteering	<i>Gadgeteering:</i> Variable Power Pool (Gadget Pool), 20 base + 20 control cost, (40	
		APs); OAF Fragile (Requires tools stored in costume. Always requires materials.; -1 ¼)	
10		Mental Defense (10 points total)	
5	Super Suit	Power Defense (8 points) (8 APs); OIF (-½)	
24	Super Suit	Resistant Protection (12 PD/12 ED) (36 APs); OIF (-½)	
10	Саре	Multipower, 26-point reserve, (26 APs); all slots OAF (-1), Occupies Arms - No grab, block,	
		etc Power loses about a third of its effectiveness (-½)	
1f		1) Flight 26m (26 APs); Gliding (-1), OAF (-1), Occupies Arms - No grab, block, etc Power loses about a third of its effectiveness (-1/2)	
1f		2) Resistant Protection (5 PD/5 ED) (Impermeable, Protect Carried Items) (25 APs); OAF	
"		(-1), Occupies Arms - No grab, block, etc Power loses about a third of its effectiveness	
		(-½)	
1f		3) Life Support (Extended Breathing: I END per Turn; Immunity Blistering Agents;	
		Immunity: Asphyxiants; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat)	
		(13 APs); OAF (-1), Occupies Arms - No grab, block, etc Power loses about a third of its	
		effectiveness (-½)	
		STEODIFFIESS (12)	
	-		

MATCHING COMPLICATIONS (

Cost Complication

- Distinctive Features : Burned Face, Body (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- Rivalry: Professional, Freedom Force, Rival is Significantly More Powerful, Seek to Outdo, Embarrass, or Humiliate Rival, Rival Unaware of Rivalry 10
- 20 5
- Psychological Complication Noblesse Oblige: (Common; Moderate)
 Hunted: Men in Black, Infrequently (Mo Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punish)
 Dependence: Pain Killers Weakness: -3 To Characteristic Rolls and related rolls per time increment (Very Common; 6 Hours; Addiction)
- 5 Psychological Complication: Comraderie with soldiers. (Uncommon; Moderate)
- Psychological Complication: Anti-communist, Anti-hippie, (Uncommon; Moderate)
 Dependent NPC: Various Retired Superheroes Infrequently (Slightly Less Powerful than the PC) 5

75 Total Complications Points