

Champions Character Sheet

Name : Clara McHenry
 Nationality : American
 Base of Operations : Mobile

Age : 21
 Sex : Female

Value	Stat	Cost	Points
35	Str	x1	25
18	Dex	x3	24
18	Con	x2	18
14	Body	x2	8
13	Int	x1	3
8	Ego	x2	-4
18	Pre	x1	8
20	Com	x ¹ / ₂	5
10	PD	x1	3
10	ED	x1	4
4	Spd	x10	12
10	Rec	x2	-2
36	End	x ¹ / ₂	0
41	Stun	x1	0
Total			104

End	Powers / Skills	Pts
-	10rPD, 10rED Damage Resistance	10
-	LS : Immune to Disease	3
-	LS : Immune to Temperature Extremes	3
-	IR Vision	5
	MP : all OIF, any small hard object	40
0	u 6d6 EB, Explosive, 0 End	4
0	u 1d6+1 RKA, Penetrating, Autofire (5 targets), 0 End	4
0	u 2d6 Flash vs normal Sight, 0 End, AE (any area), x4 area (12 hexes)	4
	Lightsleep	3
	Sleight of Hand 13-	3
	Conversation 13-	3
	Persuasion 13-	3
	Seduction 13-	3
	Gambling 12-	5
	Literate	1
	French - comp. fluent with accent	2
Total		96

OCV (Dex/3) : 6
 DCV (Dex/3) : 6
 ECV (Ego/3) : 3

Dex Roll (9+Dex/5) : 13-
 Int Roll (9+Int/5) : 12-
 Ego Roll (9+Ego/5) : 11-
 Percep Roll (9+Int/5) : 12-

Phases : 3 6 9 12

Maximum Lift with Strength : 3200 kg

Endurance cost for Strength : 3

Disadvantages	Points	
2d6 from Drains/Transfers (unc, instant), Distinctive Features (Cajun beauty, concealable with effort, noticed)	10,10	
DNPC (Annabel, Clara's black maid-servant, normal, skills, 14-)	15	
Watched (family, as, NCI, 11-), Hunted (Casino bosses, less, NCI, 8-)	10,10	
Honourable (cmn, str), Vengeful (unc, str), Dislike of Guns (cmn, mod)	15,10,10	
Occasionally Arrogant (unc, mod), Can be Vicious (unc, mod)	5,5	
Total		100

Experience Points - Spent : Unspent :

Total Points (100 + Disadvantages + Experience) = 200

Current End :	Current Stun :	Current Body :

Clara is travelling around to see the worlds before finding the right man and settling down. She dislikes guns because her older brother (who she idealised) was crippled by an accidental shooting. Her powers are caused by her body somehow generating lots of extra energy, which gives her superhuman strength and resistance to damage and which she can use to charge up other objects for a variety of effects (could learn a Strength Aid, a Hand Attack and a Force Field as she gets more control of her powers). She always carries a lot of loose change to act as foci for her energisation powers.

She is travelling with Annabel, her maid. Annabel is about 45 and helped raise Clara from when she was a baby. Because of this Clara loves her almost like a parent. Annabel is also very loyal to Clara, and usually tries to (politely) keep her out of trouble, with varying levels of success.

Clara is 5'2" tall with longish dark hair and is very pretty and striking. She has no problems with manipulating people to get them to do what she wants (including getting them into her bed). She can occasionally be bad-tempered and when so will use her full strength on people without compunction.

Annabel, Clara's maid

Statistics

Str 10, Dex 11, Con 13, Body 10, Int 18, Ego 11, Pre 13, Com 10, PD 4, ED 4, Spd 2, Rec 5, End 26, Stun 22

Points Cost = $0 + 3 + 6 + 0 + 8 + 2 + 3 + 0 + 2 + 1 - 1 + 0 + 0 + 0 = 24$

Skills

Paramedic 13-, High Society 8-, PS : Cook 18-, PS : Maid 16-, TF : Horses, Horse-Drawn Vehicles;

West African Language - Native; English, French - Completely Fluent with Accent

Points Cost = $3 + 1 + 8 + 6 + 2 + 0 + 4 + 2 = 26$

Disadvantages

Distinctive Features - Black (concealable with major effort, noticed), Loyal to Clara (common, strong)

Points from Disadvantages = $10 + 15 = 25$

Total Points = 50

OCV : 4, DCV : 4, ECV : 4

Int Roll : 13-, Dex Roll : 11-, Ego Roll : 11-, Perception Roll : 13-

Aged about 40, born a slave, she is highly intelligent but illiterate and ill-educated. She effectively raised Clara, acting as nanny and personal servant to her. She is very loyal to Clara, and this is reciprocated by her.