

# Champions Character Sheet

Real Name : Lillian Montgomery  
 Nom de Guerre : Panzerlilly  
 Nationality : New Zealand  
 Base of Operations : Stockholm

Age : 5  
 Sex : Female  
 Identity : Public  
 Group Affiliation : A.S.H.

Value	Stat	Cost	Points
33	Str	x1	23
38	Dex	x3	84
28	Con	x2	36
16	Body	x2	12
18	Int	x1	8
11	Ego	x2	2
18	Pre	x1	8
10	Com	x <sup>1</sup> / <sub>2</sub>	0
7+	PD	x1	0
6+	E D	x1	0
8	Spd	x10	32
13	Rec	x2	0
56	End	x <sup>1</sup> / <sub>2</sub>	0
47	Stun	x1	0
Total			205

OCV (Dex/3) : 13  
 DCV (Dex/3) : 13+2  
 ECV (Ego/3) : 4

PD : Total 19/24  
 Resistant 12/17  
 ED : Total 18/23  
 Resistant 12/17

Dex Roll (9+Dex/5) : 17-  
 Int Roll (9+Int/5) : 13-  
 Ego Roll (9+Ego/5) : 11-  
 Percep Roll (9+Int/5) : 17-

Phases : 2 3 5 6 8 9 11 12

Maximum Lift with Strength : 2425 kg

Endurance cost for Strength : 3

Items Attuned To
Lucky Horseshoe
Gold Detector

End	Powers / Skills	Pts
	EC : 'Cat Powers'	17
3+3	(a) 2d6+1 HKA (4 <sup>1</sup> / <sub>2</sub> d6 with Strength)	17
-	(b) +12rPD, +12rED Armour	18
-	Clinging	10
1	+1" Running (7" total)	2
1+3	+5" Superleap (total 11" across, 6" up)	5
1	5" Flight, Only for Not Leaving Traces (-2)	3
-	+4 with All Perception	12,5
-	Tracking Scent	10,3
-	IR Vision	
-	Ultrasonic Hearing	
-	LS : Doesn't Sleep	3,3
-	LS : Immune to Disease	
-	1 Body per Turn Regeneration	10
-	-5 Lack of Weakness - Due to Way she Moves	5
-	7 points Mental Defence	5
-	- Due to Strange Mental Processes	
-	5 points Power Defence	5
	Magical End Reserve : 15 End	1
	- Recovers with 4 Hours Rest	
	Magical MP : Run from End Reserve	14
1	u Armour : 5rPD, 5rED Force Field, PEO (+1/4)	1 [12]
	- Armour of Black and Gold Light	
	Combat Sense 13-	3,5
	Defence Manœuvre	5,3
	Cramming	
	Double Jointed	
	+2 DCV vs All Attacks	6
	Acrobatics 17-	3,3
	Contortionist 17-	3,3
	Breakfall 17-	
	Sleight of Hand 17-	
	Stealth 17-	3,3
	Animal Handler 11-	
	AK : The World 11-	2
	Scholar	3,3
	Magician	
	KS : Geography 11-	1,1
	KS : History 11-	
	KS : Mythology 8-	0,1
	KS : Politics 11-	
	KS : Religion 8-	0,1
	KS : Superhumans 11-	
	MS : Attunement 12-	2,1
	MS : Occult 10-	
	MS : Ley Line Construction 11-	1
	Linguist	3
	English - Native	-
	Arabic, Cait-Shee, French, German, Greek,	5
	Hindustani, Japanese, Linear B, Mandarin,	4
	Maori, Russian, Spanish, Swahili, Swedish	5
	- Fluent Conversation	
	Hebrew, Indonesian, Portuguese	0
	- Basic Conversation	
Total		222

## To Buy :

Languages x 6, all at Fluent Conversation level 6 pts  
*{Indonesian, Portuguese, Hebrew, Finnish, Malayalam, Korean}*  
 MS : Ley Line Construction 14- 2 pts  
 KS : Religion 11-, KS : Mythology 11- 2 pts  
 WF : A.S.H. Weapons 2 pts  
 Detect Magic Spell; Mantlet Spell

Disadvantages	Points
Public Identity, Reputation 14-, Distinctive Features (Cat-Woman, not concealable, major reaction)	10,15,20
Berserk if Cornered (unc, 11- into, 14- out of), Doesn't Understand the Concept of the Lie (cmn, tot)	10,20
Animalistic Behaviour - hunts animals, eats raw meat etc. (cmn, str), Selfish (cmn, mod), Curious (cmn, mod)	15,10,10
Vengeful (unc, str) - they've hurt me before so take them out before they do it again, 2d6 if Flashed (unc, instant)	10,10
Hunted (Viper, more, NCI, 8-), Hunted (DEMON, more, NCI, 8-), 20 Point Big Doom, 10 Point Little Doom	20,20,20,10
Total	200

Experience Points - Spent : 127

Unspent :

Total Points ( 100 + Disadvantages + Experience ) = 427

Current End :	Current End Reserve Level :	Current Stun :	Current Body :