

Champions Character Sheet

Real Name : Nina Vaneyeva
 Nom de Guerre : Harlequin
 Nationality : Russian
 Base of Operations : New York

Age : 25
 Sex : Female
 Identity : Secret
 Group Affiliation : -

Value	Stat	Cost	Points
18	Str	x1	8
20/30*	Dex	x3	30+20
20	Con	x2	20
15	Body	x2	10
13	Int	x1	3
14	Ego	x2	8
13	Pre	x1	3
12	Com	x ¹ / ₂	1
10	PD	x1	6
10	E D	x1	6
4/7*	Spd	x10	10+13
16	Rec	x2	16
40	End	x ¹ / ₂	0
34	Stun	x1	0
Total			154

OCV (Dex/3) : 7/10*±
 DCV (Dex/3) : 7/10*+
 ECV (Ego/3) : 5

Dex Roll (9+Dex/5) : 13/15*-
 Int Roll (9+Int/5) : 12-
 Ego Roll (9+Ego/5) : 12-
 Percep Roll (9+Int/5) : 12-

Phases (Speed 7) : 2 4 6 7 9 11 12

Phases (Speed 4) : 3 6 9 12

Maximum Lift with Strength : 303 kg

Endurance cost for Strength : 2

* via OIF (Dexterity-boosting Choker)

End	Powers / Skills	Pts
-	360° Active Sonar, Negated 1 Phase per Stun from sonics (-1)	12
-	Clinging, OAF (Climbing Claws) - gives an extra -1d6 from KNB	8
1	+1" Running (7" total)	2
	Multipower:	39
-	u 3d6 AP RKA (Titanium Shuriken), 12 Recoverable OAF Charges	4
-	u 3d6 Flash vs Normal Sight, Area Effect (3" Radius), 16 Charges, OAF (Flash Bombs)	3
	Martial Art: OCV DCV Damage	
	Fast Strike +2 +0 8d6	4
	Def. Strike +1 +3 6d6	5
	Killing Strike -2 +0 2d6 HKA	4
	Martial Throw +0 +1 6d6+ ^V / ₅	3
	Nerve Strike -1 +1 3d6 NND	4
	+2 Damage Classes with MA (added in)	8
	4 points Resistance	4
	Acrobatics 13/15*- Breakfall 13/15*-	3,3
	Contortionist 13/15*- Stealth 13/15*-	3,3
	Lockpicking 13/15*- Sleight of Hand 13/15*-	3,3
	Streetwise 12- Security Systems 13-	3,3
	KS : Ballet 16-	6
	KS : Espionage 11- KS : Music 11-	2,2
	PS : Dancing 16-	3
	WF : Common Melee Weapons	2
	English - Idiomatic, native accent	4
	French - Fluent Conversation	1
Total		141

Disadvantages	Pts	
2 x Stun (Sonics, uncommon), Blind (all the time, greatly impairing)	10,20	
Secret Identity (Nina Vanyeva), Reputation (Vigilante, 8-, Extreme), Reputation (Ballerina, 8-)	15,10,5	
Distinctive Features (Blind staring eyes, easily concealable, noticed), DNPC (Alexi, incompetent, useful skills, 8-)	5,10	
Vigilante Mentality (very common, strong), Hatred of DEMON (common, strong), Loner (common, moderate)	20,15,10	
Fear of Fire (common, moderate), Vengeful (uncommon, strong)	10,10	
Hunted (Unterwelt, more powerful, extensive non-combat influence, harsh punishment, 8-)	20	
Hunted (DEMON, more powerful, harsh punishment, 11-)	20	
Hunted (The KGB, as powerful, extensive non-combat influence, harsh punishment, 8-)	15	
Total		195

Experience Points - Spent : Unspent :

Total Points (100 + Disadvantages + Experience) = 295

Current End :	Current Stun :	Current Body :

This is the original starting version of Harlequin, updated to 4th Edition rules.