

# Champions Character Sheet

Real Name : Elizabeth Bradshaw  
 Nom de Guerre : Angel of Mercy  
 Nationality : British  
 Base of Operations : Mobile

Year Born : 1854  
 Sex : Female  
 Identity : Public  
 Group Affiliation : -

Value	Stat	Cost	Points
63	Str	x1	53
33	Dex	x3	69
53	Con	x2	86
30	Body	x2	40
23	Int	x1	13
23	Ego	x2	26
33	Pre	x1	23
40	Com	x1/2	15
12+	PD	x1	-1
12+	E D	x1	1
8	Spd	x10	37
24	Rec	x2	0
106	End	x1/2	0
89	Stun	x1	0
Total			362

OCV (Dex/3) : 11+  
 DCV (Dex/3) : 11+  
 ECV (Ego/3) : 8+

Dex Roll (9+Dex/5) : 16-  
 Int Roll (9+Int/5) : 14-  
 Ego Roll (9+Ego/5) : 14-  
 Percep Roll (9+Int/5) : 15- (19- with Sight)

Phases : 2 4 6 8 10 12

Maximum Lift with Strength : 155209 kg

Endurance cost for Strength : 0

This was Solar Angel (though she wasn't known by that name then) in 1920 or so, shortly after her transformation in 1917. At this stage she was learning about her powers and the world.

She is 6'5" tall, hugely impressive, and almost unbelievably beautiful with golden eyes that almost glow, pale skin and a huge mass of bright gold hair which seems to be made out of solid light and shimmer in an unfelt breeze. At this stage in her development she has a large pair of wings which seem to be made out of solid golden light.

End	Powers / Skills	Pts
-	15 points Mental Defence, Hardened	12
-	12 points Power Defence, Hardened	15
-	-8 Lack of Weakness	8
-	8 points Visual Flash Defence, Hardened	10
-	8 points Radio Flash Defence, Hardened	10
-	4 points Hearing Flash Defence, Hardened	5
-	Full Life Support	30
-	2 Body per Turn Regeneration	20
0	0 Endurance on Strength 63	31
-	Clinging	10
-	Instant Change (to anything) - solid light constructs	10
-	FTL Travel at 1 LY per Year - light form	10
-	+1 with All Perception	3
-	+4 with Sight Perception	8
-	+20 Telescopic Vision (4096" before penalties)	30
-	+20 Telescopic Radio Senses (4096" before penalties)	30
-	x100 Microscopic Vision	6
-	IR Vision, UV Vision	5,5
-	Sense Hard Radiation, Ranged, Discriminatory (in Sight sense group)	15
-	Ultrasonic Hearing	3
-	High Range Radio Hearing	10
-	Radar Sense	15
-	EC : Energy Powers	45
-	(a) 26rPD, 26rED Armour, Hardened	52
-	(b) 75% Resistant Energy Damage Reduction, 25% Resistant Physical Damage Reduction 25% Resistant Mental Damage Reduction	45
-	(c) 8d6 Absorption vs Energy to End and Stun, +100 to Maximum Points (total 148 points)	45
0	(d) 35" Flight, 0 End, 1" Persistent, 32 x non-combat velocity (10752 kph / Mach 8.84)	86
0	(e) Change Environment in 128" radius, Any Light Effect, 0 End, No Range	37
Varies	200 Point Variable Power Pool, No Skill Roll, Change Takes No Time	500
	Ambidextrous, Absolute Time Sense	3,3
	Bump of Direction, Eidetic Memory	3,10
	Lightning Calculator, Simulate Death	3,3
	Speed Reading, Universal Translator 15-	3,22
	1 Overall Level	10
	+5 Skill Levels with Flight	10
	Bureaucratics 16-, High Society 16-	3,3
	Stealth 16-, Paramedic 16-	3,7
	Navigation 14-, Shadowing 11-	9,3
	AK : The Solar System 11-, AK : The Earth 11-	2,2
	Scholar	3
	KS : History 11-, KS : Medicine 14-	1,2
	KS : Military 11-	1
	PS : Artist 14-	3
	SC : Astronomy 11-	2
	TF : Horses, WF : Small Arms	1,2
Total		1228

Disadvantages	Pts
Honourable (cmn, str), Dislike of Combat (cmn, str)	15,15
Code vs Killing (cmn, str), Dislike of Enclosed Spaces (unc, mod)	15,5
Public Id; Reputation 11-	10,10
Distinctive Features - beauty and impressiveness (easily concealable, extreme reaction)	15
Total	85

Total Points ( 100 + Disadvantages + Experience ) = 1590