

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
85	Str	x1	75
38	Dex	x3	84
63	Con	x2	106
40	Body	x2	60
33	Int	x1	23
33	Ego	x2	46
53	Pre	x1	43
50	Com	x1/2	20
14+	PD	x1	-3
14+	E D	x1	1
10	Spd	x10	52
30	Rec	x2	0
126	End	x1/2	0
115	Stun	x1	0
Total			507

Disadvantages	Pts
Honourable (cmn, str)	15
Protective of Humanity as a Whole (cmn, str)	15
Disdain for Humans (cmn, mod)	10
Dislike of Killing (cmn, mod)	10
Dislike of Enclosed Spaces (unc, mod)	5
Public Id	10
Reputation 14-, extreme	20
Distinctive Features - beauty and impressiveness (easily concealable, extreme reaction)	15
Watched (various governments, less, NCI, 8-)	50
Total	150

OCV (Dex/3) : 13+
 DCV (Dex/3) : 13+
 ECV (Ego/3) : 11+

Dex Roll (9+Dex/5) : 17-
 Int Roll (9+Int/5) : 16-
 Ego Roll (9+Ego/5) : 16-
 Percep Roll (9+Int/5) : 19- (25- with Sight)

Phases : 2 3 4 5 6
 8 9 10 11 12

Maximum Lift with Strength : 3276.8 tonnes

Endurance cost for Strength : 0

Notes :

This was Solar Angel in 1993.

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. It also seems that her body temperature varies directly with her emotional state (although this assumption has not, for obvious reasons, been fully tested).

At this stage Solar Angel has come to the conclusion that she has almost nothing in common with humanity any more. However, she still feels obliged to protect them from any fatal errors, at least in part because she hopes that humanity may eventually evolve into something which can be her equal (she has not been able to turn people into this by using her powers). For these reasons she keeps an eye on, and will act to protect, human activities in space and the status of superhumans in general (e.g. she will act to stop anti-superhuman laws coming into effect). However, she is fairly disdainful of people (even superhumans) as individuals, and tends to think of people dying in wars etc. as an evolutionary thing (this may be something of a psychological defence mechanism)... She will admit that she could stop most unpleasantnesses on Earth, but that this would involve her taking over the world and ruling it, not something she wants to do.

She has a large self-created facility in close Solar orbit, the Crystal Palace, which as yet no-one is aware exists. In addition to her it currently has two permanent inhabitants: Dr Albert Zerstoiten (Dr Destroyer) and Alan Trahurn (Peacemaker). They are currently both being treated by Charity Ravenwood (Greymalkin) in order to render them sane. Once this has been done Solar Angel intends to put them both 'in storage' in case they ever needed in the future. She also has a number of facilities and places where she stays (in a number of guises) on Earth, usually when the international situation is such that she feels she may be needed at short notice...

End	Powers/Talents/Skills	Pts
-	27 points Mental Defence, Hardened	25
-	20 points Power Defence, Hardened	25
-	-12 Lack of Weakness	12
-	12 points Visual Flash Defence, Hardened	15
-	12 points Radio Flash Defence, Hardened	15
-	8 points Hearing Flash Defence, Hardened	10
-	Full Life Support	30
-	2 Body per Turn Regeneration	20
0	0 Endurance on Strength 85	42
-	Clinging	10
-	Instant Change (to anything) - solid light constructs	10
-	FTL Travel at 1 LY per Year - light form	10
-	+3 with All Perception	9
-	+6 with Sight Perception	12
-	+40 Telescopic Vision (8389km before penalties)	60
-	+40 Telescopic Radio Senses (8389km before penalties)	60
-	+4 Telescopic Hearing (32m before penalties)	6
-	x100000 Microscopic Vision	15
-	IR Vision, UV Vision	5,5
-	Sense Hard Radiation, Ranged, Discriminatory (in Sight sense group)	15
-	N-Ray Vision	20
-	Ultrasonic Hearing	3
-	High Range Radio Hearing	10
-	Radar Sense	15
-	Mental Awareness, Discriminatory	8
-	360° Vision and Radio Senses	10,10
-	EC : Energy Powers	56
-	(a) 30rPD, 30rED Armour, Hardened	56
-	(b) 75% Resistant Energy Damage Reduction, 50% Resistant Physical Damage Reduction 50% Resistant Mental Damage Reduction	64
0	(c) 12d6 Absorption vs Energy to End and Stun, +104 to Maximum Points (total 176 points)	56
0	(d) 51" Flight, 0 End, 1" Persistent, 64 x non-combat velocity (39168 kph / Mach 32.2)	128
-	(e) Invisible to N-Ray Vision, All Sight, All Radio, All Hearing, All Energy Fields, All Mental, Normal Touch, Tracking Scent, 0 End, Only when against a "black" background (-1/2)	43
-	(f) Change Environment in 512" radius, Any Light Effect, 0 End, No Range	46
Varies	550 Point Variable Power Pool, No Skill Roll, Change Takes No Time	1375
Total		2311

Powers/Talents/Skills	Pts	
Ambidextrous, Absolute Time Sense	3,3	
Bump of Direction, Eidetic Memory	3,10	
Lightning Calculator, Simulate Death	3,3	
Speed Reading, Universal Translator 18-	3,24	
2 Overall Levels	20	
+5 Skill Levels with All Combat	40	
+8 Skill Levels with Flight	16	
Scholar, Jack-of-all-Trades, Scientist	3,3,3	
Bureaucratics 20-, Conversation 20-	3,3	
High Society 20-	3	
Acrobatics 17-, Breakfall 17-, Stealth 17-	3,3,3	
Computer Programming 16-, Cryptography 16-	3,3	
Deduction 16-, Paramedic 16-	3,3	
Security Systems 16-, Systems Operation 16-	3,3	
Tactics 16-	3	
Electronics 11-, Lip Reading 11-	3,3	
Mechanical 11-, Navigation 16-	3,13	
Shadowing 11-	3	
AK : The Solar System 16-	3	
AK : The Earth 16-	3	
KS : History 16-, KS : Military 16-	2,2	
KS : Human Activities in Space 16-	2	
KS : Philosophy 16-, KS : Politics 16-	2,2	
KS : Religion/Theology 16-	2	
KS : Superhumans 16-	2	
KS : Vacuum Environment 16-	2	
KS : Zero-G Environment 16-	2	
PS : Architect 16-, PS : Artist 16-	2,2	
PS : Sculptress 16-	2	
SC : Astronomy 16-, SC : Astrophysics 11-	2,1	
SC : Biology 11-, SC : Chemistry 11-	2,1	
SC : Medicine 16-, SC : Neurology 16-	2,2	
SC : Physics 11-, SC : Planetology 16-	1,2	
SC : Psychology 16-, SC : Sociology 16-	2,2	
TF : Horses, TF : Space Vehicles	1,2	
WF : Small Arms	2	
Total		253

Total Points (100 + Disadvantages + Experience) = 3071