Champions Character Sheet

: Hemlock de Roke Real Name Year Born : 2308 : Female Nom de Guerre : Finvarra de Pendor Sex : Earthsea Identity : N/A Nationality Group Affiliation : Omerta Base of Operations : Mobile

Value	Stat	Cost	Points
18/28*	Str	x1	8+8
14/18*	Dex	x3	12+10
20	Con	x2	20
14	Body	x2	8
18	Int	x1	8
8	Ego	x2	-4
18	Pre	x1	8
14	Com	$x^{1}/2$	2
4/6*+	PD	x1	0
6+	ΕD	x1	2
3/4*	Spd	x10	6+5
8/10*	Rec	x2	0
40	End	$x^1/2$	0
33/38*	Stun	x1	0
-		Total	93

OCV (Dex/3) : 5/6*+ DCV (Dex/3) : 5/6*+ ECV (Ego/3) : 3

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

Phases (Speed 3) : 4 8 12 Phases (Speed 4)* : 3 6 9 12

Maximum Lift with Strength : 300/1213* kg

Endurance cost for Strength : $2/3^*$

The Older Sister of Silverthorn and the ex-Queen of the Blessed Isles of Earthsea. Forced to flee after the UN were called in and now works with Omerta to get her throne back - they want her as a puppet ruler who the populace know and can trust.

Pale, almost marble-like skin, black hair and very dark eyes. 5'8" tall. Wiry build.

End	Powers / Skills	Pts	
-	LS : vs All but Aging	27 5	
_	5 points Visual Flash Defence IR Vision		
-	Mind Link to Any 4 People,	12	
	They must have Mind Link to Her		
-	8 points Mental Defence	6	
1	+1" Running (7" total)	2	
-	Discriminatory Smell	5	
-	Instant Change	5	
0	EC: (a) 1" radius Darkness vs IR, Normal Sight,	13 9	
0	(b) 1d6 RKA Damage Shield, 0 End,	16*	
_	Penetrating, no KNB - Acid Sheath (c) +5rPD, +5rED Armour, Always	14	
	+5rPD, +5rED Armour*		
	MP:		
2+3		35 [*]	
213	u 2d6 HKA, Penetrating, 1/2 End, no KNB - Acid (4d6 with Strength)	3*	
9	u 14d6 Mind Control, Telepathic Commo,	3*	
	vs Con, One Command - 'Do Nothing',		
0	No Range - Paralysing Chemical u 1d6 RKA, O End, Continuous, Penetrating,	3*	
0	Personal Immunity, AE (Radius), 2 x Radius (10"), no Range, no KNB - Acidic Gas		
U	u 2d6 NND, 0 End, Continuous, Invisible to Sight and Hearing,	3*	
0	Personal Immunity, AE (Radius), 4 x Radius (16"), no Range - Gas, 'visible' to Smell, NND vs Force Field or Hardened Armour u 1d6+1 RKA Damage Shield, 0 End,	. *	
	Penetrating, no KNB - Acid Sheath (Adds to EC Slot)	3*	
	+2 with MP +3 with Acting, Oratory and Persuasion	6 9	
	Acrobatics 8- Stealth 12/13*- Acting 13- Conversation 13- Interrogation 13- Oratory 13- Persuasion 13- Streetwise 13- Concealment 13- Paramedic 13-	1,3 3,3 3,3 3,3 3,3	
	Disguise 11- AK : Earthsea 13- KS : Politics 14- TF : Boats KS : Magic 11-	3 4,2 1	
	WF: Common Melée Wpns, Common Missile Wpns Italian - Fluent Conversation Dialeacts of English	4 2 1	
	Total	234	

Disadvantages	Pts
Hunted (The Hounds, more, 8-), Hunted (The UN, more, NCI, 8-)	35
Distinctive Features (Easily Concealable, noticed) - 'Gassy' Aura Around Body	5
Arrogant (cmn, mod), Loyal to Omerta (cmn, mod), Vicious (cmn, mod)	30
Sightly Honourable (cmn, mod), Fear of Change (unc, str), Vengeful (unc, str)	
Total	100

Experience Points - Spent : 75 Unspent :

Total Points (150 + Disadvantages + Experience) = 325

^{*} Only in Fully Superhuman Form