

# Champions Character Sheet

Real Name : Unknown  
 Nom de Guerre : Psilence  
 Nationality : Unknown  
 Base of Operations : Mobile

Year Born : 1911  
 Sex : Female  
 Identity : Secret  
 Group Affiliation : None

Value	Stat	Cost	Points
20	Str	x1	10
23	Dex	x3	39
20	Con	x2	20
20	Body	x2	20
23	Int	x1	13
20	Ego	x2	20
18	Pre	x1	8
18	Com	x <sup>1</sup> / <sub>2</sub>	4
8+	PD	x1	4
8+	E D	x1	4
5	Spd	x10	17
10	Rec	x2	4
40	End	x <sup>1</sup> / <sub>2</sub>	0
50	Stun	x1	10
Total			173

Disadvantages	Pts
Dislike of the Privileged Classes (cmn, str)	15
Contempt for Governments (cmn, str)	15
Vengeful (unc, str)	10
Reputation 8-, Extreme (Assassin)	10
Secret Identity	15
Conditional Distinctive Features (Invisible to Psionics, Large group can Identify, Major Reaction)	15
Watched (Psionic Ninjas, as, NCI, 11-)	10
Hunted (British Government, more, NCI, 8-)	20
Hunted (US Government, more, NCI, 8-)	20
Hunted (Japanese Government, more, NCI, 8-)	20
Hunted (German Government, more, NCI, 8-)	20
Total	170

OCV (Dex/3) : 8±  
 DCV (Dex/3) : 8+  
 ECV (Ego/3) : 7+

Dex Roll (9+Dex/5) : 14-  
 Int Roll (9+Int/5) : 14-  
 Ego Roll (9+Ego/5) : 13-  
 Percep Roll (9+Int/5) : 16-

Phases : 3 5 8 10 12

Maximum Lift with Strength : 400 kg

Endurance cost for Strength : 2

## Notes :

Psilence has been known as an assassin for over 50 years; she has never been caught and is rarely even seen.

She is 5'7" tall with a wiry build (although she is much stronger than she looks), brown eyes and light brown shoulder length hair. She appears to be in her early 20's.

Has travelled under the name of Miss Charlotte McKenna.

End	Powers/Talents/Skills	Pts
-	LS : Immune to Disease and Ageing	6
-	24 points Hardened Mental Defence	25
-	16 points Hardened Power Defence	20
	EC :	30
-	(a) Invisible to Danger Sense, All Mental Senses, 0 Endurance, Persistent, Always On plus	20
0	Invisible to All Sight, All Hearing, No Fringe, 0 Endurance, Only vs Living Minds, - shows up in mirrors	30
0	(b) Desolidification, 0 Endurance	30
-	(c) 75% Resistant Mental DR	30
-	Strength 1 Usable While Desolid	2
1	+1" Running (7" total)	2
1	+3" Swimming (5" total)	3
-	+2" Swimming, Only on Surface, Linked to Desolidification (7" total) - walking on water	1
2	7" Flight, 2 x Endurance, Linked to Desolidification - air-walking	7
1	5" flight, Only to Not Leave Traces	3
-	+2 with All Perception	6
-	3d6 RKA, AP, +1 Stun Multiplier, Invisible to Sight and Hearing, 2 Clips of 12 Charges, OIF (Handgun) +2 OCV, +4 vs Range with Handgun, OIF	82
0+2	+4d6 HA, 0 Endurance, OAF (Club)	7,4
0+2	1 <sup>1</sup> / <sub>2</sub> d6 HKA, 0 Endurance, OAF (Knife)	9
-	4rPD, 2rED Armour, IIF, Activate 15-	18
	4 x 75 point Followers	6
		25
Total		366

End	Powers/Talents/Skills	Pts
	Ambidextrous                      Combat Sense 18-	3,11
	Fast Draw 18-                      Lightsleep	11,3
	+5 Resistance	5
	4 Overall Levels                      +4 with Pistols	40,12
	MA : Ninjutsu    OCV    DCV    Damage	
	Punch/Kick                      +0    +2    6d6	4
	Takedown                      +1    +1    4d6, they fall	3
	Takeaway                      +0    +0    Str 30 Take Wpn	5
	Use Ninjutsu with Blades	1
	MA : Dirty Infighting    OCV    DCV    Damage	
	Roundhouse                      -2    +1    8d6	5
	Low Blow                      -1    +1    2d6 NND	4
	Use Dirty Infighting with Clubs	1
	Breakfall 14-                      Combat Driving 14-	3,3
	Lockpicking 14-                      Sleight of Hand 14-	3,3
	Stealth 14-	3
	Concealment 14-                      Criminology 14-	3,3
	Cryptography 14-                      Deduction 14-	3,3
	Paramedic 14-                      Security Systems 14-	3,3
	Tactics 14-	3
	Bribery 13-                      Bureaucratics 13-	3,3
	Conversation 13-                      Interrogation 13-	3,3
	Persuasion 13-                      Streetwise 13-	3,3
	Disguise 11-                      Forgery 11-	3,3
	Lip Reading 11-                      Mechanical 11-	3,3
	Shadowing 11-                      Survival 11-	3,3
	Weaponsmith (Slugthrowers) 11-	3
	AK : The World 16-	5
	Scholar	3
	KS : Crime 14-                      KS : Military 14-	2,2
	KS : Ninjutsu 11-                      KS : Politics 14-	1,2
	TF : Aircraft, Boats	3
	TF : Ground Vehicles, Horses	3
	WF : Blades, Small Arms	3
	WF : Common Martial Arts Melée Weapons	2
	Linguist	3
	English - Native with Dialects	1
	French - Idiomatic, Native Accent	2
	German - Idiomatic, Native Accent	2
	Japanese - Completely Fluent with Accent	3
	Romanian - Completely Fluent with Accent	1
	Russian - Completely Fluent with Accent	2
	Spanish - Completely Fluent with Accent	1
	Mandarin - Fluent Conversation	2
Total		226

Total Points = 765

Current End :	Current Stun :	Current Body :