

Champions Character Sheet

Real Name : Anath
 Also known As : Goddess of Love and War
 Area of Origin : The Middle East
 Base of Operations : Mobile

Year Born : ~2000BC
 Sex : Female
 Identity : Believed Mythical
 Group Affiliation : -

Value	Stat	Cost	Points
65	Str	x1	55
30	Dex	x3	60
45	Con	x2	70
20	Body	x2	20
23	Int	x1	13
23	Ego	x2	26
33	Pre	x1	23
0+	Com	x ¹ / ₂	-5
20	PD	x1	7
20	E D	x1	11
7	Spd	x10	30
22	Rec	x2	0
90	End	x ¹ / ₂	0
76	Stun	x1	0
Total			310

OCV (Dex/3) : 10±
 DCV (Dex/3) : 10±
 ECV (Ego/3) : 8+

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

Phases : 2 4 6 7 9 11 12

Maximum Lift with Strength : 204800 kg

Endurance cost for Strength : 3

* Punch/Kick/Knee Strike/Elbow strike

End	Powers / Skills	Pts
-	Hardened PD and ED	10
-	20rPD, 20rED Hardened Damage Resistance	25
-	-5 Lack of Weakness	5
-	10 points Mental Defence	5
-	1 Body/Turn Regeneration	10
-	LS : Immune to Disease and Aging	6
-	LS : Immune to Hard Radiation	3
-	LS : Immune to Pressure Extremes	3
-	LS : Immune to Temperature Extremes	3
3	¹ / ₂ Endurance cost on Strength 65	16
2	+3" Running (9" total)	6
1	+3" Swimming (5" total)	3
-	+2 with all Perception	6
0	Shapechange to Any Humanoid, 0 End, Persistent, 1 Turn Delay, Females Only	16
-	+40 Com, Linked to Shapechange	13
	MP : Love/Hate powers	78
6	u 20d6 Mind Control, ¹ / ₂ End, Communicated Telepathically, Love/Hate only (- ¹ / ₂), Target Must look at Anath (- ¹ / ₂)	7
9	u 12d6 Mind Control, ¹ / ₂ End, Communicated Telepathically, Selective AE (radius), x4 Area (36" rad.), No Range, Love/Hate only (- ¹ / ₂), Target Must look at Anath (- ¹ / ₂)	8
	Ambidextrous	3,3
	Defence Manoeuvre	5,3
	Fast Draw 15-	3,3
	Lightsleep	+3 Resistance
	Universal Translator 14-	20
	3 Overall Levels	30
	+3 with Martial Arts	9
	MA : Multiple Styles OCV DCV Damage	
	Fast Strike* +2 +0 15d6	4
	Takedown +1 +1 13d6, fall	3
	Martial Block +2 +2 Block, Abort	4
	Martial Grab -1 -1 Grab Str 75	3
	Use MA with Blades, Clubs, Polearms	3
	Use MA with Staff, Axes/Maces	2
16-	Acting, Bribery, Conversation	3,3,3
16-	High Society, Interrogation, Oratory	3,3,3
16-	Persuasion, Seduction, Streetwise	3,3,3
15-	Acrobatics, Breakfall, Climbing	3,3,3
15-	Lockpicking, Sleight of Hand, Stealth	3,3,3
14-	Concealment, Deduction, Paramedic	3,3,3
14-	Tactics, Tracking	3,3
11-	Animal Handler, Disguise, Mimicry	3,3,3
11-	Shadowing, Survival	3,3
11-	Weaponsmith (muscle powered weapons)	3
	Jack of all Trades, Scholar	3,3
15-	PS : Dancing, Musician	2,2
14-	PS : Armourer, Matchmaker, Poet, Singing	2,2,2,2
14-	KS : History, Military, Philosophy	2,2,2
14-	KS : Politics, Religion	2,2
14-	AK : WinterWorld	3
	TF : Animals, Boats	3
	WF : Common Melée Weapons, Flail, Sling	4
	WF : Quarterstaff, Common Missile Weapons	3
Total		440

Disadvantages	Pts
Reputation (Fierce Fighter, 11-), Distinctive Features (Beauty, easily concealable, major reaction)	20
Loves Animals (cmn, str), Arrogant (cmn, mod), Likes to Fight (cmn, mod)	35
Lecherous (cmn, mod), Wants her own way (cmn, mod)	20
Watched (US government, less, NCI, 8-), Hunted (Holy Roman Empire, as, NCI, 8-)	25
Total	100

Experience Points - Spent : 550

Total Points (100 + Disadvantages + Experience) = 750

One of the three known naturally-occurring superhumans of Winterworld.