

# Champions Character Sheet

Real Name : Euphemia (Effie) Smythe-Harris  
 Alias : Alma Harrison  
 Nationality : British  
 Base of Operations : Mobile/Mars

Age : 20  
 Sex : Female

| Value | Stat | Cost                          | Points |
|-------|------|-------------------------------|--------|
| 13    | Str  | x1                            | 3      |
| 23    | Dex  | x3                            | 39     |
| 18    | Con  | x2                            | 16     |
| 14    | Body | x2                            | 8      |
| 18    | Int  | x1                            | 8      |
| 8     | Ego  | x2                            | -4     |
| 18    | Pre  | x1                            | 8      |
| 10    | Com  | x <sup>1</sup> / <sub>2</sub> | 0      |
| 10    | PD   | x1                            | 7      |
| 10    | E D  | x1                            | 6      |
| 4     | Spd  | x10                           | 7      |
| 8     | Rec  | x2                            | 2      |
| 36    | End  | x <sup>1</sup> / <sub>2</sub> | 0      |
| 30    | Stun | x1                            | 0      |
| Total |      |                               | 100    |

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

Dex Roll (9+Dex/5) : 14-  
 Int Roll (9+Int/5) : 13-  
 Ego Roll (9+Ego/5) : 11-  
 Percep Roll (9+Int/5) : 14-  
 Con Roll (9+Con/5) : 13-

Phases : 3 6 9 12

Maximum Lift with Strength : 150 kg

Endurance cost for Strength : 1

| End   | Powers / Skills                                                                                                                                                                                                                                                                           | Pts                                                    |
|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------|
| -     | 5rPD, 5rED Damage Resistance                                                                                                                                                                                                                                                              | 5                                                      |
| -     | 5 points Visual Flash Defence                                                                                                                                                                                                                                                             | 5                                                      |
| -     | LS : Self-contained                                                                                                                                                                                                                                                                       | 10                                                     |
| -     | LS : Immune to Disease                                                                                                                                                                                                                                                                    | 3                                                      |
| -     | LS : Immune to Pressure Extremes                                                                                                                                                                                                                                                          | 3                                                      |
| -     | LS : Immune to Temperature Extremes                                                                                                                                                                                                                                                       | 3                                                      |
| -     | Clinging                                                                                                                                                                                                                                                                                  | 10                                                     |
| 1     | +1" Running (7" total)                                                                                                                                                                                                                                                                    | 2                                                      |
| -     | Extra Limbs (four extra arms)                                                                                                                                                                                                                                                             | 5                                                      |
| -     | IR Vision                                                                                                                                                                                                                                                                                 | 5                                                      |
| -     | +1 with all Perception                                                                                                                                                                                                                                                                    | 3                                                      |
| 3+1   | MP :<br>u +3d6 HA; +2d6 HA, activate 14-;<br>+1d6 HA, activate 11-; all AP;<br>all Low Penetration; 5d6 to 9d6 damage<br>- Multiple punches                                                                                                                                               | 21<br>2                                                |
| 3+1   | u 1/2d6 HKA; +1/2d6 HKA, activate 14-;<br>+1/2d6 HKA, activate 11-;<br>all Low Penetration;<br>1d6+1 to 3d6 damage<br>- Multiple claw attacks                                                                                                                                             | 2                                                      |
| -     | u Missile Deflection, +3 to roll,<br>vs All Physical Projectiles<br>- Grabbing Projectiles from the Air                                                                                                                                                                                   | 2                                                      |
| 0+1   | u +20 Strength, 0 End,<br>Only to Grab/Escape (-1)<br>- Holding On/Escaping with Multiple Arms                                                                                                                                                                                            | 1                                                      |
| -     | Ambidextrous                                                                                                                                                                                                                                                                              | 3                                                      |
| -     | Contortionist 14-<br>Sleight of Hand 14-<br>High Society 8-<br>Disguise 8-<br>KS : Martian Cultures 13-<br>TF : Horses<br>Literate<br>English - Native<br>French - Fluent Conversation<br>Koline - Fluent Conversation<br>Oenitrian - Basic Conversation<br>Parhooni - Basic Conversation | 3,3<br>3,3<br>1,3<br>1,1<br>3<br>1<br>1<br>3<br>1<br>1 |
| -     | Lockpicking 14-<br>Stealth 14-<br>Streetwise 13-<br>Survival 8-                                                                                                                                                                                                                           | 3,3<br>3,3<br>1,3<br>1,1                               |
| Total |                                                                                                                                                                                                                                                                                           | 114                                                    |

| Disadvantages                                                                                                 | Points   |
|---------------------------------------------------------------------------------------------------------------|----------|
| Distinctive Features (concealable with difficulty, major reaction) - 6 arms, claws, slightly feral appearance | 15       |
| Dislike of Killing (cmn, mod), Dislike of Crowds (cmn, mod), Fear of Confinement (unc, str)                   | 10,10,10 |
| Secret Identity (Euphemia Smythe-Harris), DNPC (Blind Bill the old fence, incompetent, skills, 8-)            | 15,10    |
| Hunted (The Harris family, as, NCI, 8-) - she is a shame to them and should be locked up                      | 15       |
| Hunted (James Smythe, her husband, less, NCI, not harsh, 8-) - wants her arms amputated                       | 5        |
| Hunted (London Criminals, less, NCI, 8-, limited area) - she's a freak who takes their jobs                   | 5        |
| Hunted (London Police, less, NCI, 8-, limited area) - she's a thief                                           | 5        |
| Total                                                                                                         | 100      |

Experience Points - Spent : 14 Unspent : 2.5

Total Points ( 100 + Disadvantages + Experience ) = 214

|               |                |                |               |
|---------------|----------------|----------------|---------------|
| Current End : | Current Stun : | Current Body : | Cash Supply : |
|               |                |                | £250          |

To Buy :

KS : Martian Cultures to 18-; AK : Mars 5, 2+ pts  
 Survival, Breakfall, Acrobatics, Conversation (?) 2,3,3,3 pts  
 u +3d6 HA, AP, Selective AE (1 hex), Low Penetration 2 pts  
 u 1d6 HKA, Selective AE (1 hex), Low Penetration 2 pts  
 u +4 DCV, Only vs HtH Attacks (-1/2) - Melée Deflect 1 pt  
 More Languages : Merovangian, Nepenthes