

# Champions Character Sheet

Real Name : Francesca de Valdivia  
 Nom de Guerre : Avatar  
 Nationality : Chilean  
 Base of Operations : The Chilean Empire

Year Born : 1960  
 Sex : Female  
 Identity : Secret  
 Group Affiliation : -

Value	Stat	Cost	Points
23	Str	x1	13
41	Dex	x3	93
40	Con	x2	60
20	Body	x2	20
23	Int	x1	13
23	Ego	x2	26
23	Pre	x1	13
30	Com	x <sup>1</sup> / <sub>2</sub>	10
8+	PD	x1	3
8+	ED	x1	0
10	Spd	x10	49
25	Rec	x2	24
80	End	x <sup>1</sup> / <sub>2</sub>	0
52	Stun	x1	0
Total			324

OCV (Dex/3) : 14±  
 DCV (Dex/3) : 14+  
 ECV (Ego/3) : 8+

Dex Roll (9+Dex/5) : 17-  
 Int Roll (9+Int/5) : 14-  
 Ego Roll (9+Ego/5) : 14-  
 Percep Roll (9+Int/5) : 17-

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

Maximum lift with Strength : 606 kg

Endurance cost for Strength : 2

End	Powers / Skills	Pts
-	29 points Mental Defence	24
-	10 points Power Defence	10
-	5 pts Visual and 3 pts Hearing Flash Defence	8
-	-5 Lack of Weakness	5
-	LS : Immune to Disease, Aging, Toxins	9
-	LS : Immune to Hard Radiation	3
-	LS : Self-contained, 1 charge of 5 Hours	8
-	1 Body/5 Minutes Regeneration	7
-	Clinging	10
1	+3" Swimming (5" total)	3
-	+3 with all Perception	9
-	Tracking (Scent)	10
-	IR and UV Vision, +2 Telescopic Vision	5,5,3
-	High Range Radio Hearing	10
-	Ultrasonic Hearing	3
-	EC :	15
-	(a) 10rPD, 10rED Armour	15
1	(b) +11" Running (17" total), <sup>1</sup> / <sub>2</sub> Endurance	15
15+2	(c) 2d6+1 HKA, no KNB, x5 Endurance 4d6 with Strength - Electricity	6
-	Absolute Time Sense	3,3
-	Bump of Direction	3,3
-	Defence Manoeuvre	5,3
-	Eidetic Memory	10,3
-	Lightsleep	3
-	Ambidextrous	3,3
-	Combat Sense 14-	3,3
-	Double Jointed	5,3
-	Fast Draw 17-	10,3
-	Speed Reading	3
-	4 Overall Levels	40
-	MA :	
-	Offensive Strike -2 +1 12d6	5
-	Nerve Strike -1 +1 3 <sup>1</sup> / <sub>2</sub> d6 NND	4
-	Martial Throw +0 +1 8d6+ <sup>V</sup> / <sub>5</sub> , fall	3
-	Martial Grab -1 -1 Str 48 Grab	3
-	Martial Escape +0 +0 Str 53 Escape	4
-	+3 Damage Classes (included above)	12
-	Use MA with Blades, Staff, Clubs	3
17-	Acrobatics, Breakfall, Combat Pilot	3,3,3
17-	Contortionist, Lockpicking, Sleight of Hand	3,3,3
17-	Stealth	3
14-	Computer Programming, Concealment	3,3
14-	Criminology, Forensics, Paramedic	3,3,3
14-	Security Systems, Systems Operations	3,3
14-	Acting, Bribery, Bureaucratics	3,3,3
14-	Conversation, High Society, Interrogation	3,3,3
14-	Persuasion, Streetwise	3,3
11-	Demolitions, Disguise, Electronics, Forgery,	3,3,3,3
11-	Lip Reading, Mechanical, Navigation	3,3,3
11-	Shadowing, Survival	3,3
11-	AK : The World	2
14-	KS : Espionage, Politics	3,3
11-	KS : Propaganda	2
-	TF : Air Vehicles, Ground Vehicles	4
-	TF : Boats, Horses	2
-	WF : Small Arms, Common Melée Weapons	4
-	Linguist (Spanish native)	3
-	Dialects of Spanish	1
-	Idiomatic with dialects : English	4
-	Idiomatic, native accent : German, Russian	5
-	Comp. Flu with accent : Japanese	3
Total		426

Disadvantages	Pts	
Arrogant (cmn, str), Vicious (cmn, str), Loves El Libertador (cmn, tot)	50	
Secret Id, Distinctive Features (beauty, concealable with Disguise, major reaction)	30	
Hunted (Defenders of Minerva, as, 8-), Hunted (PRIMUS, as, NCI, 8-)	25	
Hunted (KGB, as, NCI, 8-), Hunted (CIA, as, NCI, 8-), Watched (Chilean Empire, as, NCI, 11-)	40	
Total		145

Experience Points - Spent : 505

Total Points ( 100 + Disadvantages + Experience ) = 750

Perks	Pts
Billionaire	15
Concealed Weapon Permit	2
Press Pass	1
International Drivers License	1
Passport	1
National Police Powers (Chilean Empire)	3
Private Investigators License	2
Diplomatic Immunity	5
License to Kill	10
Many Contacts in Crime, Business and Politics	Lots
<b>Total</b>	<b>40+</b>

Equipment	Pts
+12rPD, +12rED Hardened Armour*	36
+5 points Power Defence*	4
LS : Self-Contained, Doesn't Eat (Still has to Sleep, -1/2)*	8,3
LS : Immune to Pressure and Temperature Extremes*	2,2
+15 Strength, 0 Endurance, No Effect on Figured Characteristics *	13
Modifies Martial Arts Damage as follows :	
Offensive Strike - 15d6	
Nerve Strike - 3 <sup>1</sup> / <sub>2</sub> d6 NND	
Martial Throw - 11d6+ <sup>v</sup> / <sub>5</sub>	
Martial Grab - Strength 63	
Martial Escape - Strength 68	
+2" Swimming, 0 Endurance* - 7" total	2
+5" Superleap, 0 Endurance* - 12" Across, 6" Up (Including extra Strength from Armour)	6
Multipower : all OIF (Wrist-weapons) and Only in Superhuman Id (Non-Removable Costume)	52
u 2d6+1 RKA, Penetrating, Autofire (5 targets), 0 Endurance, no KNB - Laser	5
u 10d6 EB, AP, 0 Endurance, no KNB, Stun Only - Electrical	5
u 6d6 NND, 0 Endurance, Invisible to Sight - Sonics - vs deafness or hard ear coverings	5
u 4d6 Drain (Strength and Dexterity), Ranged, 0 Endurance, Return 5 Points per Minute	5
u 4 <sup>1</sup> / <sub>2</sub> d6 RKA, Explosive, +1 Stun Multiple, 4 Charges - Grenade	5
u 7d6 Def 7 Entangle, Transparent to Damage, Backlash, 4 Charges - Wires	5
u 10" Radius Darkness vs Normal and IR Vision, All Sound, 4 Charges of 1 Turn - 'Smoke'	5
u 3d6 HKA, AP, 0 Endurance - Blade - 5 <sup>1</sup> / <sub>2</sub> d6 with Strength and Martial Arts	5
u +6 DCV - Force Shield - Attacks skid off frictionless surface	2
u +6rPD, +6rED Hardened Force Field, 0 Endurance - Force Shield	1
u Missile Deflection vs All Attacks, +10 to Roll - Force Shield	2
Radar Sense*	12
+4 Telescopic Sight and Hearing*	5
+8 Telescopic Radio Senses*	10
+3 with Electronics, Lockpicking and Security Systems, IIF and *	6
+2 with Multipower*	8
* Only in Superhuman Id (Non-Removable Costume)	
<b>Total</b>	<b>219</b>

An immortal genetic construct, grown in 1960 at a research base near the city of Valdivia to be El Libertadors personal assassin and consort. Joseph Mengele could be considered to be her 'father'.

The armour above is used after the middle of 1992, when she was defeated by the PCs.  
When operating outside of the Chilean Empire Avatar calls herself The Huntress.