

CHARACTER INFORMATION

Player's Name: <u>Eric</u>	GM's Name:
Character's Name: <u>Leif Björnson</u>	
Affiliations: <u>Hero High</u>	
Occupation: <u>Student</u>	Territory: <u>Iceland</u>
Age: <u>18</u>	Gender: <u>male</u>
Height: <u>1,75</u>	Weight: <u>75</u>
Physical Description:	

STATISTICAL INFORMATION

Character Points: <u>120</u>		Skill Points: <u>40</u>		Unused Character Points: <u>0</u>	
Body	Mind	Soul	Health	Energy	Shock
<u>3</u>	<u>5</u>	<u>7</u>	<u>50</u>	<u>60</u>	<u>10</u>
			ACV	DCV	
			<u>6</u>	<u>4</u>	

DAMAGE PERCENTAGE

2d6 Dice Roll	Damage Percentage
2..3	100.0% Maximum Damage
4..6	75.0% Maximum Damage
7..10	50.0% Maximum Damage
11..12	25.0% Maximum Damage

ATTRIBUTES

Attribute	Level	Cost/Level	PMVs	Total Cost	Notes
Adaptation (Intense Cold, Intense Heat, Underwater)	3	1		3	
Environmental Influence (hot, cold; 2 environments) <ul style="list-style-type: none"> Burns Energy (1 EP/use or 10 EPs/day) Restriction (only on water; moderate) 	2	1	R: 2 A: 4 D: 1	6	
Flight (Hover/VTOL; 100 kph)	3	4		12	
Attack Combat Mastery (+1 bonus to ACV)	1	3		3	
Defence Combat Mastery (+1 bonus to DCV)	1	2		2	
Water Control: Telekinesis (Water; Particular type of matter; 100 k kg) <ul style="list-style-type: none"> Burns Energy (1 EP/use or 10 EPs/day) 	6	2	R: 2 A: 4	17	
Highly Skilled (+10 SPs)	1	1		1	
Water Form: Alternate Form, Full-Powered (40 CPs) <ul style="list-style-type: none"> Water Speed (500 kph) Insubstantial (Paper/Cloth) Adaptation (Acidic/Basic Liquids, Extreme Pressure, Radiation) Special Defence (Against Physical Damage x9) Überschwappen: Special Attack (Secondary Attack; 39 attack damage; Area Effect, Suffocating) Durchschwappen: Teleport (2 m) Heightened Senses (Sonar Detection, Vibration Detection) Burns Energy (2 EPs/use or 1 EP/hour) 	4	9		34	
Water Tornado: Special Attack (50 m max Dist.; 8m Radius; Secondary Attack; 80 attack damage; Area Effect x2, Burning, Flexible; Low Penetration, Short Range) <ul style="list-style-type: none"> Dependent (Water Control; Dependent on 1 other Attribute) 	6	1		4	
Water Shot: Special Attack (40 attack damage) <ul style="list-style-type: none"> Dependent (Water Control; Dependent on 1 other Attribute) 	2	4		6	

Attribute	Level Cost/Level PMVs	Total Cost	Notes
Cold Shower: Special Attack (Secondary Attack; 40 attack damage; Area Effect, Indirect, Irritant, Stun; Low Penetration) <ul style="list-style-type: none"> Dependent (Water Control; Dependent on 1 other Attribute) 	5 1	3	

SKILLS

Skill	Level Cost/Level	Total Cost
Languages (English, German, Icelandic)	3 2	6
Navigation (Sea)	3 3	9
Visual Arts (Sculpting)	3 2	6
Etiquette	1 2	2
Area Knowledge (Marine Areas)	3 3	9
Demolitions (Waterblasting)	1 3	3
Swimming	2 1	2
Stealth	1 3	3

DEFECTS

Defect	BP Notes
Ism (small degree of discrimination)	1

GADGETS/ITEMS OF POWER/NOTES
