

**NAME:** Seahawk  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
14	Strength	x1	10	4
15	Dexterity	x3	10	15
13	Constitution	x2	10	6
13	Body	x2	10	6
11	Intelligence	x1	10	1
13	Ego	x2	10	6
12	Presence	x1	10	2
14	Comeliness	x1/2	10	2
7	Physical Defex	x1	3	4
6	Energy Defens	x1	3	3
4	Speed	x10	2.5	15
7	Recovery	x2	6	2
26	Endurance	x1/2	26	0
27	Stun	x1	27	0
<b>Characteristics Cost:</b>				<b>66</b>

<b>STR Roll:</b> 12-	Run	5"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 11-	Jump	3"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 11-		

**Experience:** 52

**DISADVANTAGES BASE: 100+PTS**  
 DNPC, "Mother", incompetent, appear 8- 15  
 Distinctive, "Detects as a mutant", easily concealable, major 10  
 Normal Stats 20  
 Psych Lim, "Overconfident", common, strong 15  
 Psych Lim, "Pacifism, self defense only", common, strong 15  
 Psych Lim, "Sense of duty to those in trouble", common, strong 15  
 Rep, "Heroine of Seattle", occur 11- 10  
 Secret ID, "Katherine Swensen" 15  
 Vuln, "Vibration attacks", uncommon, x2 body 10

**Disadvantages Total :** 125  
**Experience Spent +** 52  
**Total Points =** 277

# ALLIES™

**PTS POWERS END**

10 +5 Enhanced PER, Sight  
 16 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold  
 49 MP (49)  
 5u 17" Flight, x4 Non-Combat, 1/2 END (+1/4) 2  
 2u 9" Swimming, x4 Non-Combat, 0 END (+1/2) 0  
 6 1 BODY Regen, recovery rate: per hour  
 -2 5" Running 1  
 5 UV Vision  
 ==Skills==  
 9 Acrobatics 15-  
 5 AK: Seattle 14-  
 3 Breakfall 12-  
 5 Choke Hold  
 3 Jack of All Trades  
 4 Killing Strike  
 2 KS: Karate 11-  
 1 Lang: Gesture  
 4 Martial Block  
 4 Martial Disarm  
 4 Martial Dodge  
 4 Martial Escape  
 4 M Strike  
 3 Martial Throw  
 3 Navigation 11-  
 5 Off Strike  
 11 Paramedic 15-  
 4 PS: Air & Sea Rescue 14-  
 1 PS: Meteorologist 11-  
 4 PS: Radio Operator 14-  
 3 Sacr Throw  
 3 Survival 11-  
 2 WF, Common Melee  
 ==Talents==  
 3 Bump Of Direction  
 2 Resistance  
 ==Equipment==  
 16 8/8 Armor, OIF(-1/2)  
 6 3D6 HA, "Claws", OAF (-1), 0 END(+1/2)  
 2 Radio XMIT/REC, OAF(-1)

211 : **Powers Total**  
 66 + **Characteristic Total**  
 277 = **Total Cost**

Base OCV: 5 Base DCV: 5  
 Adjustment + Adjustment +  
 Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Choke Hold	1/2	-2	+0	2D6
Killing Strike	1/2	-2	+0	1D6+1
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	24 STR
Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	29 STR
M Strike	1/2	+0	+2	4 1/2D6
Martial Throw	1/2	+0	+1	2 1/2D6 + v/5
Off Strike	1/2	-2	+1	6 1/2D6
Sacr Throw	1/2	+2	+1	2 1/2D6

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 15 SPD: 4 ECV: 4  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 15/ 8 ED/rED 14/ 8  
 END: 26 STUN: 27 BODY: 13

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1/2	x1	-7	
13	Vitals	x4	x1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

**NOTES**  
 Supertemps p?  
 Name: Katherine Swensen  
 Species: Human mutant  
 Gender: Female  
 Height: 5 feet 7 inches  
 Weight: 130 pounds  
 Hair: Blonde  
 Eyes: Blue  
 Team: Supertemps

