

Name: Pipeline

Alternate ID: Thomas Ignacio Caballero

| Val | Char | Base | Cost |
|--------|------|------|------|
| 8 | STR | 10 | -2 |
| 20 | DEX | 10 | 30 |
| 20 | CON | 10 | 20 |
| 10 | BODY | 10 | 0 |
| 13 | INT | 10 | 3 |
| 11 | EGO | 10 | 2 |
| 10 | PRE | 10 | 0 |
| 10 | COM | 10 | 0 |
| 20 | PD | 2 | 8 |
| 16 | ED | 4 | 7 |
| 5 | SPD | 3.0 | 20 |
| 6 | REC | 6 | 0 |
| 40 | END | 40 | 0 |
| 24 | STUN | 24 | 0 |
| 6" | RUN | 6 | 0 |
| 12" | SWIM | 2 | 0 |
| 1 1/2" | LEAP | 2 | 0 |

STR Roll: 11- **Run:** 6"
DEX Roll: 13- **Swim:** 12"
CON Roll: 13- **Leap:** 1 1/2"
INT Roll: 12-
EGO Roll: 11-
PER Roll: 12-

| Disadvantages | Pts |
|---|-----|
| Dependence: Immersed In Water Or Takes 1d6 Damage (Very Common, 6 Hours) | 0 |
| Dependent NPC: Mom (Maria) 8- (Normal) | 10 |
| Distinctive Features: Body Composed Entirely Of Water (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses) | 15 |
| Hunted: UNTIL 8- (Mo Pow, NCI, Watching) | 10 |
| Physical Limitation: Water Body Is Very Heavy And Wet (Frequently, Slightly Impairing) | 10 |
| Physical Limitation: Can't Smell Or Taste (Frequently, Slightly Impairing) | 10 |
| Psychological Limitation: Overactive Teenage Hormones (Uncommon, Moderate) | 5 |
| Psychological Limitation: Wants To Be Like Other Kids (Uncommon, Moderate) | 5 |
| Social Limitation: Teenager (Occasionally, Minor (Prevents Access To Certain Licenses And Events)) | 5 |
| Vulnerability: 2 x STUN Ice Based Attacks (Common) | 20 |
| Vulnerability: 1 1/2 x Effect Ice Based Powers (Common) | 10 |

XP
0

Base Points : 150
Disads Total + 100
Experience Spent + 0
Total Cost = 250



Pts. Power/Skill/Perk/Talent END

- 51 **Water Powers:** Multipower, 51-point reserve
- 5u 1) **Water Blast:** Energy Blast 8d6, Reduced Endurance (1/2 END; +1/4) (50 Active Points)
- 4u 2) **Downpour:** (Total: 42 Active Cost, 37 Real Cost) Suppress 1 1/2d6, All Powers Simultaneously (+2), Reduced Endurance (1/2 END; +1/4), Explosion (+1/2) (30 Active Points) (Real Cost: 30) **plus** Change Environment 2" radius, -1 Points of Telekinetic STR (Straight Down), Reduced Endurance (1/2 END; +1/4) (12 Active Points); Linked (Suppress; -1/2), Explosion (-1/4) (Real Cost: 7)
- 3u 3) **Turn Into Water:** Desolidification (affected by attacks that disrupt water), Reduced Endurance (1/2 END; +1/4) (50 Active Points); Cannot Pass Through Solid Objects (-1/2)
- 23 **Water Body:** Armor (10 PD/5 ED)
- 34 **Water Body:** Life Support (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Self-Contained Breathing)
- 4 **Attacks Splash Through Water Body:** Knockback Resistance -2"
- 10 **Fast Swimmer:** Swimming +10" (12" total)
- 3 AK: Sacramento 12-
3 Breakfall 13-
3 Computer Programming 12-
5 Cramming
3 KS: Pop Culture 12-
1 KS: Punk Music 8-
3 SS: Chemistry 12-
4 TF: Skateboarding, Skiing (water), Small Motorized Ground Vehicles, Surfing
- 3 **Aquatic Freedom:** Environmental Movement (Water)

134 : Powers Cost
28 + Skills Cost
88 + Characteristics Cost
250 = Total Cost

Base OCV: 7 Base DCV: 7

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels:

Combat Maneuvers

| Name | Phase | OCV | DCV | Effect |
|--------------|-------|------|-----|------------------------|
| Block | 1/2 | +0 | +0 | Block, Abort |
| Brace | 0 | +2 | 1/2 | +2 vs. Range Mod. |
| Disarm | 1/2 | -2 | +0 | Can disarm |
| Dodge | 1/2 | --- | +3 | Abort, vs. all attacks |
| Grab | 1/2 | -1 | -2 | Grab two limbs |
| Grab By | 1/2 | -3 | -4 | Move and Grab |
| Haymaker | 1/2* | +0 | -5 | +4DC to attack |
| Move By | 1/2 | -2 | -2 | STR/2 + v/5 |
| Move Through | 1/2 | -v/5 | -3 | STR + v/3 |
| Set | 1 | +1 | +0 | Ranged attacks only |
| Strike | 1/2 | +0 | +0 | STR or weapon |

| Range | 0-4 | 5-8 | 9-16 | 17-32 | 33-64 | 65-128 |
|-------|-----|-----|------|-------|-------|--------|
| RMod | 0 | -2 | -4 | -6 | -8 | -10 |

DEX: 20 SPD: 5 ECV: 4
Phases: 3, 5, 8, 10, 12
20 PD (10 rPD) 16 ED (5 rED) MD: 0
END: 40 STUN: 24 BODY: 10

