

Name: Skinwalker
Alternate ID: Tony Baker

| Val | Char | Base | Cost |
|-----|------|------|------|
| 15 | STR | 10 | 5 |
| 29 | DEX | 10 | 57 |
| 20 | CON | 10 | 20 |
| 10 | BODY | 10 | 0 |
| 8 | INT | 10 | -2 |
| 11 | EGO | 10 | 2 |
| 20 | PRE | 10 | 10 |
| 6 | COM | 10 | -2 |
| 18 | PD | 3 | 15 |
| 18 | ED | 4 | 14 |
| 6 | SPD | 3.9 | 21 |
| 7 | REC | 7 | 0 |
| 40 | END | 40 | 0 |
| 28 | STUN | 28 | 0 |
| 16" | RUN | 6 | 20 |
| 8" | SWIM | 2 | 6 |
| 16" | LEAP | 3 | 13 |

STR Roll: 12- **Run:** 16"
DEX Roll: 15- **Swim:** 8"
CON Roll: 13- **Leap:** 16"
INT Roll: 11-
EGO Roll: 11-
PER Roll: 11-

| Disadvantages | Pts |
|---|-----|
| Dependence: Life Force (must kill or takes effect) Takes 1d6 Damage (Difficult To Obtain, 1 Hour) | 10 |
| Distinctive Features: Horrific Undead Monster (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses) | 20 |
| Enraged: If Ridiculed Or Bated (Common), go 11-, recover 11- | 20 |
| Hunted: UNTIL 11- (Mo Pow, NCI, Harshly Punish) | 25 |
| Physical Limitation: Loses Memory Of Events When Switching Forms (Frequently, Greatly Impairing) | 15 |
| Psychological Limitation: Bloodthirsty (Common, Strong) | 15 |
| Psychological Limitation: Deeply In Love With Amber Baker (Uncommon, Total) | 15 |
| Psychological Limitation: Likes To Hunt People Like Prey (Very Common, Moderate) | 15 |
| Susceptibility: Holy / Religious Items, 3d6 damage Instant (Uncommon) | 15 |

XP **Base Points : 200**
0 **Disads Total + 150**
Experience Spent + 0
Total Cost = 350



| Pts. | Power/Skill/Perk/Talent | END |
|------|--|-----|
| 24 | Claws: Killing Attack - Hand-To-Hand 2d6 (3d6 w/STR) (30 Active Points); Reduced Penetration (-1/4) | 3 |
| 6 | Stick Nails Into Surface: Clinging (normal STR) (10 Active Points); Costs Endurance (-1/2), Requires a Climbing Skill Roll (-1/4) | 1 |
| 8 | Tough Skin: Damage Resistance (8 PD/8 ED) | 0 |
| 26 | Undead Body: Life Support (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Self-Contained Breathing; Sleeping Character does not sleep) | 0 |
| 10 | Detect Body Heat: Infrared Perception (Sight Group), Tracking | 0 |
| 20 | Change Back To Amber Baker: Multiform (150 Character Points in the most expensive form) (30 Active Points); Costs END (Only To Change; -1/2) | 3 |

- 20 +4 with HTH Combat
- 12 **Expert Tracker:** +4 with Concealment, Shadowing, and Tracking
- 3 Acrobatics 15-
3 Breakfall 15-
3 Climbing 15-
3 Concealment 11-
3 Contortionist 15-
5 Defense Maneuver I-II
3 Language: English (Native Apache) (fluent conversation; literate)
2 Navigation (Land) 11-
3 Riding 15-
3 Shadowing 11-
3 Stealth 15-
4 Survival (Temperate/Subtropical, Desert) 11-
3 Tracking 11-
1 TF: Equines, Small Motorized Ground Vehicles
3 WF: Blades, Small Arms

94 : Powers Cost
77 + Skills Cost
179 + Characteristics Cost
350 = Total Cost

Base OCV: 10 Base DCV: 10
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +4 with HTH Combat

| 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: 29 | SPD: 6 | ECV: 4 |
| Phases: 2, 4, 6, 8, 10, 12 | | |
| 18 PD (8 rPD) | 18 ED (8 rED) | MD: 0 |
| END: 40 | STUN: 28 | BODY: 10 |

