

Name: Maria Chow

Alternate ID: Former Silver Avenger
Now UNTIL Commander

Val	Char	Base	Cost
40	STR	10	30
23	DEX	10	39
25	CON	10	30
12	BODY	10	4
18	INT	10	8
14	EGO	10	8
15	PRE	10	5
16	COM	10	3
20/26	PD	8	6
20/26	ED	5	9
5	SPD	3.3	17
13	REC	13	0
50	END	50	0
45	STUN	45	0
9"	RUN	6	6
2"	SWIM	2	0
8"	LEAP	8	0

STR Roll: 17- **Run:** 9"
DEX Roll: 14- **Swim:** 2"
CON Roll: 14- **Leap:** 8"
INT Roll: 13-
EGO Roll: 12-
PER Roll: 13-

Disadvantages	Pts
Distinctive Features: UNTIL Uniform Easily Concealed, Noticed and Recognizable, Detectable By Commonly-Used Senses	5
Enraged: Companion Or Innocent Injured Uncommon, go 11-, recover 14-	10
Hunted: Viper 14- (Very Frequently), As Powerful, NCI, Harshly Punish	25
Hunted: UNTIL 11- (Frequently), More Powerful, NCI, Watching	15
Psychological Limitation: Feels Need To Prove Herself Common, Moderate	10
Psychological Limitation: Fiercely Patriotic Common, Moderate	10
Psychological Limitation: Sworn To Protect Innocents Common, Moderate	10
Psychological Limitation: Always Keeps Her Word Uncommon, Moderate	5
Psychological Limitation: Respects UNTIL Uncommon, Moderate	5
Reputation: Arrogant, Frequently (11-)	10
Social Limitation: Publicly Known Frequently (11-), Minor	10
Social Limitation: Subject To Orders Frequently (11-), Major	15
Vulnerability: 1 1/2x Effect Poisons Or Toxins Common	10
Vulnerability: 1 1/2x STUN Poisons Or Toxins Common	10

XP

0

Base Points : 200

Disads Total + 150

Experience Spent + 0

Total Cost = 349



Pts. Power/Skill/Perk/Talent END

- Flak Suits, all slots OIF (-1/2)
- 12 1) **Flak Suits:** Armor (6 PD/6 ED) (18 Active Points); OIF (-1/2) 0
- 9 2) **Flak Vests / Boots:** Armor (6 PD/6 ED) (18 Active Points); Activation Roll 14- (-1/2), OIF (-1/2) 0
- Standard Weapon Loads, all slots OAF (-1)
- 18 1) **Blaster Pistol:** Energy Blast 6d6, Autofire (5 shots; +1/2), 4 clips of 32 Charges (+1/2) (60 Active Points); STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), Beam (-1/4) [32]
- 12 2) **Baton:** Hand-To-Hand Attack +5d6, Reduced Endurance (0 END; +1/2) (37 Active Points); OAF (-1), Hand-To-Hand Attack (-1/2), STR Minimum 8 (-1/2) 0
- 8 3) **Smoke Grenades:** Darkness to Sight Group 3" radius (30 Active Points); 2 Continuing Charges lasting 1 Turn each (-1), OAF (-1), Range Based On Strength (-1/4), Not In High Winds Power loses about a fourth of its effectiveness (-1/4) [2 cc]
- 4 4) **Headset Radio:** Radio Perception/Transmission (Radio Group), 1 Continuing Fuel Charge lasting 6 Hours (+0) (10 Active Points); OAF (-1), Only Four UNTIL Channels Power loses about a third of its effectiveness (-1/2) [1 cc]
- 4 5) **Goggles:** (Total: 10 Active Cost, 4 Real Cost) Infrared Perception (Sight Group), 1 Continuing Fuel Charge lasting 6 Hours (+0) (5 Active Points); OAF (-1) (Real Cost: 2) **plus** Sight Group Flash Defense (5 points) (5 Active Points); OAF (-1) (Real Cost: 2)
- 13 **Cyberline Enhanced Punch:** Armor Piercing On STR: Armor Piercing x1 (+1/2); Increased Endurance Cost (2x END; -1/2) for up to 40 Active Points (13 Active Points) 2
- 8 **Crack Shot:** Naked Modifier (Up to 30 Active Points): Armor Piercing x1 (+1/2); OIF (Handgun of opportunity) (-1/2), Not If The Target Has Lack Of Weakness Power loses about a fourth of its effectiveness (-1/4) for up to 30 Active Points (8 Active Points) 1

8 +1 with All Combat

- 3 AK: San Francisco 13-
3 Breakfall 14-
3 Bureaucratics 12-
3 Climbing 14-
3 Combat Driving 14-
3 Combat Piloting 14-
3 Criminology 13-
3 Fast Draw 14-
3 High Society 12-
3 Language: English (Native: Cantonese) (Fluent Conversation; Literacy)

Base OCV: 8 Base DCV: 8

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 with All 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: 23 SPD: 5 ECV: 5
Phases: 3, 5, 8, 10, 12
20/26 PD (6/12 rPD) 20/26 ED (6/12 rED) MD: 0
END: 50 STUN: 45 BODY: 12



**Silver
Avenger
Chow**

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- 2 Language: Spanish (basic conversation; literate)
- 3 Oratory 12-
- 3 Paramedics 13-
- 3 PS: Agency Commander 13-
- 5 Rapid Attack (Ranged)
- 1 Seduction 8-
- 3 Shadowing 13-
- 3 Tactics 13-
- 6 TF: Common Motorized Ground Vehicles, Combat Aircraft, Helicopters, Parachuting, Basic, SCUBA, Small Motorized Boats, Small Planes, Wheeled Military Vehicles
- 4 WF: Common Melee Weapons, Small Arms
- 2 Weaponsmith (Firearms) 13-
- 3 Scholar
- 2 1) KS: Local Celebrities (3 Active Points) 13-
- 1 2) KS: Primus Procedures and Personnel (2 Active Points) 11-
- 2 3) KS: UNTIL Gear (3 Active Points) 13-
- 2 4) KS: UNTIL Procedures and Personnel (3 Active Points) 13-
- 2 5) KS: World Politics (3 Active Points) 13-
- 11 Fringe Benefit: International Police Powers, Passport, UNTIL Commander

88 : Powers Cost
96 + Skills Cost
165 + Characteristics Cost
349 = Total Cost