

# WIND WHISTLER

## ARCHER

REAL NAME KASLYN MCCORMICK  
 GENDER FEMALE  
 AGE 24  
 SIZE MEDIUM

HEIGHT  
 WEIGHT  
 HAIR  
 EYES



**PL** 12

**PP** 184 (XP: 4)

**DEF** 20 (FLAT: 10)  
 LINCANNY DODGE DODGE FOCUS +10

<b>STR</b>	15	<b>+2</b>
<b>DEX</b>	24	<b>+7</b>
<b>CON</b>	15	<b>+2</b>
<b>INT</b>	12	<b>+1</b>
<b>WIS</b>	16	<b>+3</b>
<b>CHA</b>	14	<b>+2</b>

<b>FORT</b>	<b>+4</b>
<b>REF</b>	<b>+15</b> EVASION 2
<b>WILL</b>	<b>+7</b>
<b>TOUGH</b>	<b>+12</b>
FORCE FIELD: 10	
KNOCKBACK: 6 / FLAT: 3	

**ATT M/R** **+11 / +11**  
 UNARMED +2 (BRUISE)

**INIT** **+15**

**HERO**

ROLL	NORMAL	LETHAL
FAIL 4-	BRUISED	+INJURED
FAIL 5+	STUNNED + BRUISED	+INJURED
FAIL 10+	STAGRD + STUNNED	+DISABLD
FAIL 15+	UNCONSCIOUS	+DYING

HITS & CONDITIONS													
<input type="checkbox"/> STAGGERED				<input type="checkbox"/> DISABLED				<input type="checkbox"/> DYING					
<input type="checkbox"/> FATIGUED				<input type="checkbox"/> EXHAUSTED				<input type="checkbox"/> UNCONSCIOUS					
<b>BRUISES</b>	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
<b>INJURIES</b>	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13

POWERS & EQUIPMENT	
<b>12 DEICE: BOW</b>	[GENERAL][REACTION][PERSONAL][PERMANENT (INATE)]
<b>12 BLAST: BOW (PENETRATING)</b>	27:TOUGH RICOCHET, REVERSIBLE, SPLIT ATTACK
<b>12 ALTERNATE POWER: CORROSION</b>	27:TOUGH
<b>12 ALTERNATE POWER: DAZZLE</b>	22:REF
<b>12 ALTERNATE POWER: DISINTEGRATION</b>	22:FORT
<b>10 ALTERNATE POWER: DISINTEGRATION</b>	20:FORT
<b>10 ALTERNATE POWER: FATIGUE</b>	25:TOUGH
<b>12 ALTERNATE POWER: PARALYZE</b>	22:FORT
<b>12 ALTERNATE POWER: NAUSEATE</b>	22:FORT
<b>12 ALTERNATE POWER: STUN</b>	22:FORT
<b>10 ALTERNATE POWER: DRAIN (ABILITY SCORES)</b>	20:FORT [TRAIT][STANDARD][RANGED][INSTANT]
<b>12 ALTERNATE POWER: SNARE</b>	22:REF
<b>12 ALTERNATE POWER: TRIP</b>	22:FORT
<b>12 ALTERNATE POWER: BLAST (FIRE OR ICE OR PLASMA OR LIGHT)</b>	27:TOUGH [ATTACK][STANDARD][RANGED][INSTANT]
<b>12 ALTERNATE POWER: DATALINK</b>	22:FORT
<b>12 ALTERNATE POWER: DARKNESS CONTROL</b>	22:FORT
<b>12 ALTERNATE POWER: LIGHT CONTROL</b>	22:FORT [SENSORY][STANDARD][RANGED][SUSTAINED]
<b>5 SUPER-SENSES (DISTANCE SIGHT, EXTENDED SIGHT, ACUTE SIGHT)</b>	[SENSORY][FREE][PERSONAL][PERMANENT]
<b>10 FORCE FIELD</b>	[DEFENSIVE][FREE][PERSONAL][SUSTAINED]
<b>2 TELEPORT (AFFECTS OTHERS - 1 PERSON)</b>	[MOVEMENT][MOVE][PERSONAL][INSTANT]
<b>DRAWBACKS</b>	
POWER LOSS -CHEMICAL TREATMENT (BOW) [FREQ DC 5] [SEV DC 15]	

FEATS	
<b>DODGE FOCUS (10)</b>	+10 DODGE BONUS
<b>IMPROVED AIM</b>	DOUBLE NORMAL AIMING BONUSES
<b>PRECISE SHOT (2)</b>	IGNORES CONCEALMENT UNLESS TOTAL COVER
<b>RANGED PIN</b>	MAKE GRAPPLE ATTACKS WITH RANGED WEAPONS
<b>TRACK</b>	USE SURVIVAL TO FOLLOW TRACKS
<b>TEAMWORK (2)</b>	ADDITIONAL +2 BONUS FOR AID ACTIONS
<b>INTERPOSE</b>	TRADE PLACES WITH AN ADJACENT ALLY SUBJECT TO ATTACK
<b>TRANCE</b>	GO INTO A DEATHLIKE TRANCE THAT SLOWS BREATHING
<b>EVASION (2)</b>	SUFFER NO DAMAGE FROM ATTACKS ALLOWING A REFLEX SAVE
<b>QUICK DRAW (2)</b>	DRAW, READY, & RELOAD A WEAPON AS A FREE ACTION
<b>CRITICAL STRIKE</b>	SCORE CRITICAL HITS AGAINST TARGETS NORMALLY IMMUNE TO THEM
<b>ELUSIVE TARGET</b>	DOUBLE PENALTIES FOR RANGED ATTACKS AGAINST YOU IN MELEE
<b>IMPROVED DISARM</b>	+2 BONUS ON ATTACK ROLLS TO DISARM
<b>IMPROVED INITIATIVE (2)</b>	+8 BONUS ON INITIATIVE CHECKS
<b>SNEAK ATTACK (3)</b>	+4 DAMAGE WHEN YOU SURPRISE ATTACK AN OPPONENT
<b>IMPROVED SUNDER</b>	+4 BONUS ON ATTACK ROLLS TO HIT AN OBJECT
<b>LINCANNY DODGE</b>	RETAIN YOUR DODGE BONUS WHILE FLAT-FOOTED
<b>BEGINNER'S LUCK</b>	SPEND A HERO POINT TO GAIN 5 TEMP SKILL RANKS
<b>ASSESSMENT</b>	KNOW A SUBJECT'S RELATIVE OFFENSIVE AND DEFENSIVE ABILITY
<b>ENDURANCE (3)</b>	+12 BONUS ON CHECKS REQUIRING ENDURANCE OR STAMINA
<b>INSTANT UP</b>	STAND UP AS A FREE ACTION
<b>HIDE IN PLAIN SIGHT</b>	YOU DON'T NEED COVER OR CONCEALMENT TO HIDE
<b>FASCINATE (1)</b>	HOLD A SUBJECT'S ATTENTION WITH 1 INTERACTION SKILL
<b>WELL-INFORMED</b>	GATHER INFORMATION CHECK WHEN MEETING SOMEONE
<b>ATTACK SPECIALIZATION (1)</b>	+2 BONUS TO ATTACK ROLLS WITH BOW
<b>MOVEMENT</b>	
BASE 30 / 60 / 120 LEAP 12 / 6 / 3	
TELEPORT: 100 FT	
<b>LIFTING</b>	
LIGHT: 66 LBS, MED: 133 LBS, HEAVY: 200 LBS MAX: 400 LBS, PUSH: 1000 LBS	

SKILLS	
ACROBATICS*	4 (+11)
BLUFF	5 (+7)
CLIMB	4 (+6)
COMPUTERS*	4 (+5)
CONCENTRATION	(+3)
CRAFT*	
DIPLOMACY	(+2)
DISABLE DEVICE*	
DISGUISE	(+2)
DRIVE*	
ESCAPE ARTIST	(+7)
GATHER INFO	4 (+6)
HANDLE ANIMAL	(+2)
INTIMIDATE	(+2)
INVESTIGATE*	
KNOWLEDGE*	2
MEDICINE*	
NOTICE	10 (+13)
PERFORM*	2
PILOT*	
PROFESSION*	
RIDE*	
SEARCH	5 (+6)
SENSE MOTIVE	(+3)
SLEIGHT OF HAND*	
STEALTH	4 (+11)
SURVIVAL	8 (+11)
SWIM	(+2)
LANGUAGES	1
ENGLISH.	

ABILITIES 36 + SKILLS 13 (52 RANKS) + FEATS 43 + POWERS 57 + COMBAT 22 + SAVES 14 - DRAWBACKS -5 = 180 / 184

# WIND WHISTLER PL:12 PP:184

### CONDITIONS

**BLINDED** 50% MISS IN COMBAT, NO DODGE, -2 TO DEF, -4 STR & DEX  
**DAZED** CAN TAKE NO ACTIONS, KEEPS DODGE BONUS  
**DEAFENED** CANNOT HEAR, -4 INIT  
**DISABLED** SINGLE ACTION PER ROUND. STRENUOUS ACTIONS = DYING  
**DYING** FORT SAVE DC:10 OR DIE. +1 DC TO SAVE PER HOUR  
**ENTANGLED** -2 ATT & DEF, -4 DEX, MOVE 1/2 SPEED UNLESS ANCHORED  
**EXHAUSTED** 1/2 SPEED, -6 STR & DEX, -3 ATT & DEF  
**FATIGUED** NO RUN OR CHARGE, -2 STR & DEX, -1 ATT & DEF  
**GRAPPLED** CAN ONLY MAKE SIMPLE ATTACK OR BREAK FREE OF GRAPPLE  
**HELPLESS** +4 TO BE HIT (MELEE), 5 DEFENSE  
**INJURED** EACH INJURY INCURS AN ADDITIONAL -1 TOUGHNESS SAVE  
**INVISIBLE** +2 TO HIT DEFENDERS 50% CHANCE MISS TO BE HIT  
**NAUSEATED** MOVE ACTIONS ONLY, FORT SAVE DC 10+ POWER RANK  
**PARALYZED** 0 STR & DEX, 5 DEF, CAN TAKE MENTAL ACTIONS  
**PINNED** HELD IMMOBILE IN GRAPPLE, NO DODGE, -4 DEF  
**PRONE** -4 MELEE ATTACKS, +4 TO BE HIT (MELEE), -4 (RANGED)  
**SHAKEN** -2 TO ALL SAVES AND CHECKS  
**SICKENED** -2 TO ALL ATTACK ROLLS AND CHECKS  
**SLOWED** -1 ATTACKS, DEFENSE, REFLEX. MOVE AT HALF SPEED  
**STAGGERED** 1 MOVE OR STANDARD ACTION PER ROUND  
**STUNNED** STUNNED FOR 1 ROUND, LOSE DODGE BONUS, +2 TO BE HIT  
**UNCONSCIOUS** KNOCKED OUT & HELPLESS

### EXTRA EFFORT

**CHECK BONUS** +2 STR BONUS ON A SINGLE CHECK  
**INCREASE CARRY CAPACITY** +5 STR CARRY CAPACITY FOR ONE ROUND  
**INCREASE MOVE** DOUBLE MOVEMENT SPEED FOR ONE ROUND  
**INCREASE POWER** +2 RANKS TO A POWER  
**GAIN POWER FEAT** ADD POWER FEAT UNTIL END OF ENCOUNTER  
**WILLPOWER** ADDT'L WILL SAVE WITH LASTING EFFECT  
**SURGE** GAIN ADDITIONAL STD OR MOVE ATTACK

### HERO POINTS

**IMPROVE ROLL** REROLL AN ACTION. MIN 10+LOWEST ROLL  
**IMPROVE YOUR DEFENSE** +5 DEF FOR 1 ROUND  
**HEROIC FEAT** ADD FEAT (NO FORTUNE FEATS), 1 RANK PER HERO PT  
**DODGE** DOUBLE DODGE BONUS PER ROUND  
**INSTANT COUNTER** COUNTER A POWER USED AGAINST YOU  
**CANCEL FATIGUE** REDUCE FATIGUE BY 1 LEVEL  
**RECOVER** SHAKE OFF STUNNED OR FATIGUE  
**ESCAPE DEATH** STABILIZES DYING CONDITION  
**INSPIRATION** HINT, CLUE, OR OTHER HELP FROM GM

### GAME INFO

PLAYER REBECCA ROSANSKE  
 CAMPAIGN  
 GM ETHAN PARKER  
 PLAYER EMAIL ROSALIZOOO@HOTMAIL.COM

RANK	TIME	VALUE	EXTENDED RANGE
1	3 SECONDS	1	10 FT
2	6 SECONDS	2	100 FT
3	1 MINUTE	5	1,000 FT
4	5 MINUTES	10	1 MILE
5	20 MINUTES	25	5 MILES
6	1 HOUR	50	20 MILES
7	5 HOURS	100	200 MILES
8	1 DAY	250	2,000 MILES
9	1 WEEK	500	20,000 MILES
10	1 MONTH	1,000	200,000 MILES
11	3 MONTHS	2,500	2 MILLION MILES
12	1 YEAR	5,000	20 MILLION MILES
13	5 YEARS	10,000	200 MILLION MILES
14	10 YEARS	25,000	2 BILLION MILES
15	50 YEARS	50,000	ANYWHERE IN SOLAR SYSTEM
16	100 YEARS	100,000	NEARBY STAR SYSTEMS
17	500 YEARS	250,000	DISTANT STAR SYSTEMS
18	1,000 YEARS	500,000	ANYWHERE IN GALAXY
19	5,000 YEARS	1,000,000	NEARBY GALAXIES
20	10,000 YEARS	2,500,000	ANYWHERE IN UNIVERSE

## TEAM NAME

BASE  
CITY  
OTHER MEMBERS

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## TEAM NOTES

## NPCS

**ANGUS MCCORMICK [FAMILY]**  
FATHER  
**MARY MCCORMICK [FAMILY]**  
MOTHER  
**JOHNNY ROCKET [CONTACT]**  
SPEEDSTER  
**BOWMAN [CONTACT]**  
ARCHER BORN AND BRED  
**ELDRICH [CONTACT]**  
SORCERER SUPREME

## BATTLE TACTICS

## BACKGROUND

**REAL NAME** KASLYN MCCORMICK  
**ORIGIN** ENDOWMENT  
**ALLEGIANCE**  
**OCCUPATION**  
**1ST APPEARANCE**  
**NATIONALITY**  
**ETHNICITY**  
**GENDER** FEMALE  
**AGE** 24  
**HEIGHT**  
**WEIGHT**  
**HAIR**  
**EYES**  
**MOTIVATION** RESPONSIBILITY

## PERSONALITY

## PHYSICAL APPEARANCE

WHAT KIND OF DISTINCTIVE FEATURES DO YOU HAVE?

WHAT MOTIVATES YOU? WHAT ARE YOUR AMBITIONS?