

Name	Chimeress
Cost	256 (256)
Source	Life Force
Permission	Power Theme
Intrinsics	No Willpower No Way

Willpower	10 (10)

Misc Stats	
Contacts	0 D
Wealth	0 D

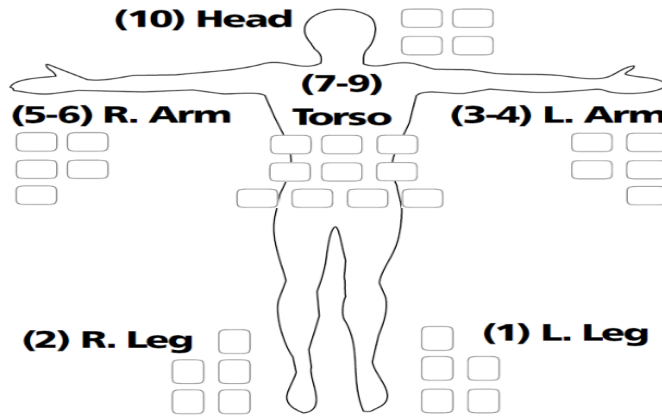
Body		6D + 1WD
Athletics		6D + 1WD
Block		6D + 1WD
Brawling		6D + 1WD
Endurance		6D + 1WD
Melee Weapon (Type)		6D + 1WD
Melee Weapon (Type)		6D + 1WD
Melee Weapon (Type)		6D + 1WD
_____		6D + 1WD
_____		6D + 1WD

Coordination		6D + 1WD
Dodge		6D + 1WD
Driving (Type)		6D + 1WD
Driving (Type)		6D + 1WD
Ranged Weapon (Type)		6D + 1WD
Ranged Weapon (Type)		6D + 1WD
Ranged Weapon (Type)		6D + 1WD
Stealth		6D + 1WD
_____		6D + 1WD
_____		6D + 1WD

Sense		6D
Empathy		6D
Perception		6D
Scrutiny		6D
_____		6D
_____		6D

Perfect Specimen	[2D]
Your stats are superior to any human's.	

Beast Form	[2HD]
* Immunity (When appropriate for animal form, such as breathing underwater).	
* Fly Speed (When winged)	
* Sizeshift (Smaller for small animals)	
* Sizeshift (Larger for larger animals)	
* Variable form (as long as animal-themed, inclusive fantasy, such as a Pegasus)	



Mind		4D
First Aid		4D
Knowledge (Type)		4D
Knowledge (Type)		4D
Language (Type)		4D
Language (Type)		4D
Medicine		4D
Navigation		4D
Research		4D
Security Systems		4D
Streetwise		4D
Survival		4D
Tactics		4D
_____		4D

Charm		4D
Lie		4D
Performance (Type)		4D
Persuasion		4D
_____		4D
_____		4D

Command		6D
Interrogation		6D
Intimidation		6D
Leadership		6D
Stability		6D + 1WD
_____		6D
_____		6D

Perfect Specimen (Cont)	[1WD]
Your stats are FAR superior to any human's.	

Light Armor (LAR)	[4D, 3WD]
When in animal form, either through superior reflexes, or tough hide, you have the ability to shrug off most attacks.	

Powers / Miracles	
Perfect Specimen	[2D]
Body	[16/32/64]
Coordination	
Sense	
Command	
Perfect Specimen (Cont)	[1WD]
Body	[9/18/36]
Coordination	
Stability	
Beast Form	[2HD]
Useful	[9/18/36]
* Duration	
* Variable Effect	
* If/Then	
* If/Then	
* Self Only	
Useful	
* Duration	
* Booster	
* If/Then	
* Self Only	
Useful	
* Duration	
* Booster	
* If/Then	
* Self Only	
Useful	
* Duration	
* Variable Effect	
* If/Then	
* If/Then	
* Self Only	
Light Armor (LAR)	[4D, 3WD]
Defends	[2/4/8]
* Duration	
* Hardened Defense	
* Armored Defense	
* Attached (Miracle/Skill)	

