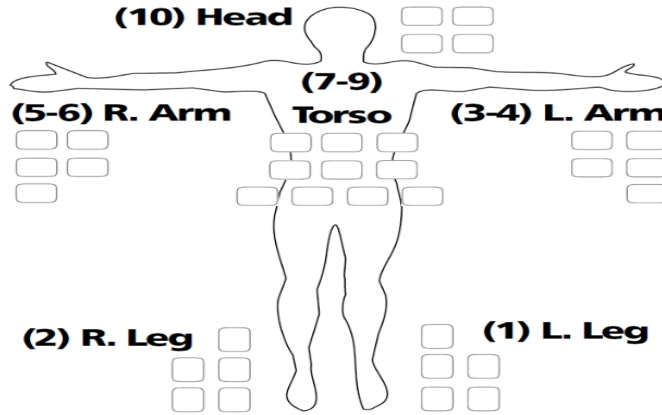


Name	Night Warden
Cost	256 (256)
Source	Life Force
Permission	Power Theme
Intrinsics	No Willpower No Way



Willpower	9 (9)

Misc Stats	
Contacts	0 D
Wealth	0 D

Body		6D
Athletics	11D	
Block	11D	
Brawling	11D	
Endurance	6D	
Melee Weapon (Type)	6D	
Melee Weapon (Type)	6D	
Melee Weapon (Type)	6D	
_____	6D	
_____	6D	

Coordination		6D
Dodge	11D	
Driving (Type)	6D	
Driving (Type)	6D	
Ranged Weapon (Type)	6D	
Ranged Weapon (Type)	6D	
Ranged Weapon (Type)	6D	
Stealth	11D	
_____	6D	
_____	6D	

Sense		3D
Empathy	3D	
Perception	3D	
Scrutiny	3D	
_____	3D	
_____	3D	

Mind		3D
First Aid	3D	
Knowledge (Type)	3D	
Knowledge (Type)	3D	
Language (Type)	3D	
Language (Type)	3D	
Medicine	3D	
Navigation	3D	
Research	3D	
Security Systems	3D	
Streetwise	3D	
Survival	3D	
Tactics	3D	
_____	3D	
_____	3D	

Charm		3D
Lie	3D	
Performance (Type)	3D	
Persuasion	3D	
_____	3D	
_____	3D	

Command		6D
Interrogation	6D	
Intimidation	6D	
Leadership	6D	
Stability	9D	
_____	6D	
_____	6D	

Powers / Miracles	
Perfect Speciman	[1D]
Body	[12/24/48]
Coordination	
Command	
Perfect Speciman	[5D]
Athletics	[5/10/20]
Block	
Brawling	
Stealth	
Dodge	
Fearless	[3D]
Stability	[1/2/4]
Multiple Actions	[6WD]
Useful	[3/6/12]
* Permanent	
* Self Only	
Chi Protection	[2HD]
Useful	[5/10/20]
* Engulf	
* Duration	
* Self Only	
Defends	
* Duration	
* Armored Defense	
Chi Shift	[2HD]
Useful	[1/2/4]
* Touch Only	

Perfect Speciman [1D]	
You are the perfect specimen, exceeding all other humans in physical prowess.	

Perfect Speciman [5D]	
You are the perfect specimen, exceeding all other humans in physical prowess.	

Fearless [3D]	

Multiple Actions [6WD]	
Multiple Actions per turn:	
1 Action: 5d+5wd.	
2 Actions: 5d+2/3wd.	
3 Actions: 3d+1/2/2wd.	
4 Actions: 2d+1/1/1/2wd.	
5 Actions: 1d+1wd each.	

Chi Protection [2HD]	
Heal 2 boxes from any area, note: this is not permanent, you have to use an action to activate it. While activated, reduce all shock damage to 1 shock damage, and convert 2 killing damage into shock damage.	

Chi Shift [2HD]	
You are able to walk through walls, as an action. There is no defends quality, so you can't avoid attacks by phasing out.	

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