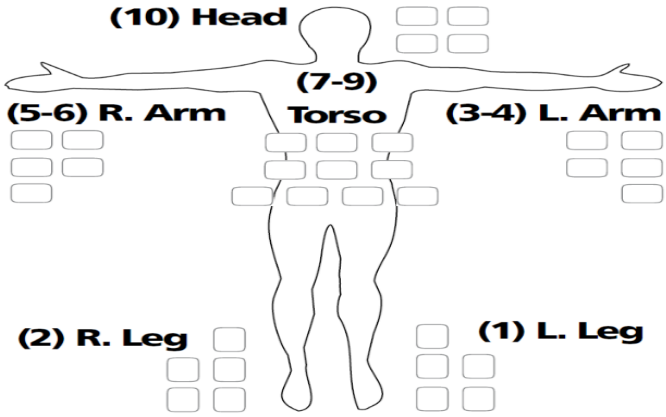
Name	Zylphyr
Cost	256 (256)

Source	Life Force
Permission	Power Theme
Intrinsics	No Willpower No Way



Willpower	5 (5)

Misc Stats	
Contacts	0 D
Wealth	0 D

Body	4D
Athletics	4D
Block	4D
Brawling	4D
Endurance	4D
Melee Weapon (Type)	4D
Melee Weapon (Type)	4D
Melee Weapon (Type)	4D
_____	4D
_____	4D

Coordination	5D + 1WD
Dodge	6D + 1WD
Driving (Type)	5D + 1WD
Driving (Type)	5D + 1WD
Ranged Weapon (Type)	5D + 1WD
Ranged Weapon (Type)	5D + 1WD
Ranged Weapon (Type)	5D + 1WD
Stealth	6D + 1WD
_____	5D + 1WD
_____	5D + 1WD

Sense	4D
Empathy	4D
Perception	4D
Scrutiny	4D
_____	4D
_____	4D

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 + 1WD
Streetwise	4D
Survival	4D
Tactics	4D
_____	4D
_____	4D

Charm	2D
Lie	2D
Performance (Type)	2D
Persuasion	2D
_____	2D
_____	2D

Command	2D
Interrogation	2D
Intimidation	2D
Leadership	2D
Stability	5D + 1WD
_____	2D
_____	2D

Powers / Miracles

Telekinesis & Flight [6D, 1WD]
- **Useful [9/18/36]**
  - *** Power Capacity (Range)**
  - *** Power Capacity (Speed)**
  - *** High Capacity (Range)**
  - *** Duration**
  - *** Booster**
  - *** Controlled Effect**
  - *** Radius**
  - *** Slow**
  - *** Locational**
  - *** Willpower Bid**
  - *** Limited Width**
- **Useful**
  - *** Duration**
  - *** Self Only**

Immunity Self [2D, 1WD]
- **Useful [5/10/20]**
  - *** Permanent**
  - *** Variable Effect**
  - *** Self Only**
  - *** If/Then**
  - *** If/Then**

Master Thief [1WD]
- **Coordination [5/10/20]**
- **Security Systems**

Master Thief [1D]
- **Dodge [2/4/8]**
- **Stealth**

Master Thief [2D, 1WD]
- **Stability [1/2/4]**

Telekinesis & Flight [6D, 1WD]

Flight: 256 km/h

8000kg =	4km/h	800kg =	32km/h
4000kg =	8km/h	400kg =	80km/h
2000kg =	16km/h	200kg =	160km/h
1000kg =	32km/h	100kg =	320km/h
500kg =	64km/h	50kg =	640km/h
250kg =	128km/h	25kg =	1280km/h

Immunity Self [2D, 1WD]

Immune to natural phenomenom, such as hot, cold, vacuum, aging.

Master Thief [1WD]

As a master thief, you automatically succeed in many tasks.

Master Thief [1D]

These are to make multiple actions a bit easier…

Master Thief [2D, 1WD]

These are to make multiple actions a bit easier…