

NAME: Apparition
PLAYER:

VALUE	CHAR	COST	BASE	PTS
3	Strength	x1	10	-7
12	Dexterity	x3	10	6
12	Constitution	x2	10	4
12	Body	x2	10	4
13	Intelligence	x1	10	3
10	Ego	x2	10	0
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
2	Physical Defex	1	1	1
4	Energy Defens	x1	2	2
3	Speed	x10	2.2	8
5	Recovery	x2	3	4
24	Endurance	x1/2	24	0
20	Stun	x1	20	0
Characteristics Cost:				28

STR Roll: 10-	Run	3"
DEX Roll: 11-	Swim	2"
INT Roll: 12-	Jump	1"
EGO Roll: 11-	Flight	3"
PER Roll: 13-	Teleportati	6"

Experience: 0

DISADVANTAGES	BASE:	74+PTS
DNPC, "Children",		20
incompetent, appear 11-		
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Ventura", as powerful, harsh, appear 8-		10
Normal Stats		20
Psych Lim, "Code of honor", common, strong		15
Psych Lim, "Cannot harm innocents", common, total		20
Psych Lim, "Sense of duty", common, strong		15
Rep, "Heroic mutant", occur 8-		5
Secret ID, "Clarissa Jackson"		15

Disadvantages Total : 130
Experience Spent + 0
Total Points = 204

ALLIES™

PTS	POWERS	END
21	EC (21), "Ghost powers"	
39a)	Desolid, 0 END(+1/2)	0
29b)	4D6 EB, No Knockback (-1/4), No Range(-1/2), Only In Hero ID(-1/4), 0 END(+1/2), Effects normal world(+2), x5 Autofire(+1/2)	0
21c)	6" Teleport, x2 Increased Mass, Usable Against Others(+1), 0 END(+1/2)	0
3	+1 Enhanced PER, with all senses	
4	3" Flight, Linked (-1/2), "Desolid"	1
-6	3" Running ==Perks==	1
2	11- Contact: Supertemps ==Skills==	
3	Acrobatics 11-	
3	Breakfall 11-	
7	Bureaucratics 14-	
5	Choke Hold	
3	Computer Programming 12-	
3	Jack of All Trades	
4	Martial Disarm	
4	Martial Escape	
3	Martial Throw, "Slam"	
3	Paramedic 12-	
1	PS: Accountant 11-	
3	PS: Cook 13-, (INT based)	
2	PS: Secretary 12-, (INT based)	
3	PS: Teacher 13-, (INT based)	
3	Sacr Throw	
5	Shadowing 12-	
5	Stealth 12-	
3	Tactics 12-	

176 : **Powers Total**
28 + **Characteristic Total**
204 = **Total Cost**

Base OCV: 4 Base DCV: 4
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Choke Hold	1/2	-2	+0	2D6
Martial Disarm	1/2	-1	+1	13 STR
Martial Escape	1/2	+0	+0	18 STR
Martial Throw	1/2	+0	+1	1/2D6 + v/5
Sacr Throw	1/2	+2	+1	1/2D6

Range	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 12 SPD: 3 ECV: 3
Phases - - - 4 - - - 8 - - - 12
PD/rPD 2/ 0 ED/rED 4/ 0
END: 24 STUN: 20 BODY: 12

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1/2	x1	-7	
13	Vitals	x4	x1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
GURPS Supertemps p12
Name: Clarissa Jackson
Species: Human mutant
Gender: Female
Height: 5 feet 9 inches
Weight: 125 pounds
Hair: Brown
Eyes: Brown
Team: Supertemps Kansas City (leader)

