

**NAME:** Black Diamond  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
30	Strength	x1	10	20
18	Dexterity	x3	10	24
20/40	Constitution	x2	10	20
15	Body	x2	10	10
10	Intelligence	x1	10	0
10	Ego	x2	10	0
20	Presence	x1	10	10
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	6	6
12	Energy Defens	x1	4	8
4	Speed	x10	2.8	12
10	Recovery	x2	10	0
40	Endurance	x1/2	40	0
50	Stun	x1	40	10
<b>Characteristics Cost:</b>				<b>120</b>

<b>STR Roll:</b> 15-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 11-	Jump	6"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 20

DISADVANTAGES	BASE:	75+PTS
Enraged, "Accused of ineptitude", common, occur 11-, recover 11-		10
DNPC, "Kid brother", less powerful, appear 11-		10
Hunted, "VIPER", more powerful, harsh, appear 8-		15
Psych Lim, "Insecure, underconfident", very common, moderate		15
Psych Lim, "Protects innocents", common, strong		15
Secret ID, "Maxine Smith"		15
Susc, "Intense magnetic fields", uncommon, per turn, 2D6		15
Unluck, 3D6		15
Vuln, "Force beam, gravity, magnetism", common, x1 1/2 stun		10

**Disadvantages Total :** 120  
**Experience Spent +** 20  
**Total Points =** 215

# ENEMIES

PTS	POWERS	END
20	+20 CON, doesn't add to figured, Only with Density Increase (-1/2)	
45	6 LVLS Density Increase (6.4t, +30 STR, -6KB, +6 PD/ED), 0 END (+1/2)	0
15	1/2 END on 60 STR (includes Density Increase)	
	==Skills==	
2	AK: New York City 11-	
10	2 Levels: Hand-to-hand combat, related group	
0	PS: Thief 8-	
3	Stealth 13-	

95 : **Powers Total**  
120 + **Characteristic Total**  
215 = **Total Cost**

Base OCV: 6      Base DCV: 6  
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	

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

DEX: 18      SPD: 4      ECV: 3  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 12/ 0      ED/rED 12/ 0  
END: 40      STUN: 50      BODY: 15

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 1/2	x1	-7	
13	Vitals	x4	x1 1/2	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**  
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Name: Maxine Smith  
Species: Human mutate  
Gender: Female  
Height: 5 feet 8 inches  
Weight: 160 pounds  
Hair: Black  
Eyes: Brown

