

<b>NAME:</b> Cataclysm				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
40	Strength	x1	10	30
23	Dexterity	x3	10	39
28	Constitution	x2	10	36
15	Body	x2	10	10
18	Intelligence	x1	10	8
23	Ego	x2	10	26
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
20	Physical Defex	x1	8	12
20	Energy Defens	x1	6	14
5	Speed	x10	3.3	17
15	Recovery	x2	14	2
56	Endurance	x1/2	56	0
49	Stun	x1	49	0
<b>Characteristics Cost:</b>				201
<b>STR Roll:</b> 17-	Run			6"
<b>DEX Roll:</b> 14-	Swim			2"
<b>INT Roll:</b> 13-	Jump			8"
<b>EGO Roll:</b> 14-				
<b>PER Roll:</b> 13-				
<b>Experience:</b> 55				
<b>DISADVANTAGES BASE: 200+PTS</b>				
Hunted, "Quantum", as				10
powerful, harsh, appear	8-			
Psych Lim, "Uncertain of				15
true identity", common,				
strong				
Psych Lim, "Keeps secrets,				15
private", common, strong				
Psych Lim, "Avoids crowds",				15
common, strong				
Public ID, "Lorraine Smith"				10
Rep, "Super-powered				5
performer", occur	8-			
Unluck, 1D6				5
Vuln, "Sonic attacks",				10
common, x1 1/2 stun				
Watched, "Local				5
authorities", as powerful,				
harsh, appear	8-			
Watched, "VIPER", more				10
powerful, harsh, appear	11-			
<b>Disadvantages Total :</b>				100
<b>Experience Spent +</b>				55
<b>Total Points =</b>				355

# ALLIES™

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
10	360 Degree Sensing, Unusual Sense Group	
12	4D6 HA	1
3	Mental Awareness	
10	15 Mental Defense	
75	MP (75), "Mental Powers"	
7u	12D6 Mind Control, telepathic contact	7
7u	12D6 Telepathy, 1/2 END(+1/4)	
5u	15" Teleport, x4 Increased Mass, 1/2 END(+1/4)	2
25	Spatial Awareness	

Base OCV: 8		Base DCV: 8				
Adjustment +		Adjustment +				
Final OCV =		Final DCV =				
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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			
<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10
DEX:	23	SPD:	5	ECV:	8	
Phases - -	3	-	5	-	8	- 10 - 12
PD/rPD	20/	0	ED/rED	20/	0	
END:	56	STUN:	49	BODY:	15	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	
<b>NOTES</b>						
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Name: Lorraine Smith						
Species: Human mutate						
Gender: Female						
Team: The Braverman Foundation						
<b>154 : Powers Total</b>						
<b>201 + Characteristic Total</b>						
<b>355 = Total Cost</b>						