

**NAME:** Compactor  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15/60	Strength	x1	10	5
20	Dexterity	x3	10	30
28	Constitution	x2	10	36
12	Body	x2	10	4
10	Intelligence	x1	10	0
9	Ego	x2	10	-2
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
14/23	Physical Defex	x1	3	11
10/19	Energy Defens	x1	6	4
5	Speed	x10	3.0	20
14	Recovery	x2	9	10
56	Endurance	x1/2	56	0
34	Stun	x1	34	0
<b>Characteristics Cost:</b>				<b>118</b>

<b>STR Roll:</b> 21-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 11-	Jump	12"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "RCMP", less powerful, non-combat influence, harsh, appear	8-	10
Hunted, "Genocide", as powerful, non-combat influence, harsh, appear	8-	15
Hunted, "MISSION", more powerful, non-combat influence, harsh, appear	8-	20
Psych Lim, "Crumbles before powerful leaders, especially men", common, strong		15
Psych Lim, "Low self esteem", very common, moderate		15
Psych Lim, "Code vs. killing", common, total		20
Secret ID, "Margaret Ellen Rosewood"		15
Unluck, 2D6		10
Vuln, "Mental powers", common, x1 1/2 effect		10
Vuln, "Presence attacks", common, x1 1/2 effect		10

**Disadvantages Total :** 150  
**Experience Spent +** 0  
**Total Points =** 250

# ENEMIES

PTS	POWERS	END
6	9/9 Damage Resistance, Linked(-1/2), "Density Increase"	
56	MP (56)	
6u	9 LVLS Density Increase (stats already included), 1/2 END(+1/4)	3
5u	Desolid, Vulnerability: Cols, radiation and density attacks, 1/2 END(+1/4)	2
13	Life Support, doesn't breathe, safe in vacuum/pressure	
25	3 LVLS Shrinking (0.25m, 200g, +6 DCV, +9 KB), Linked(-1/2), "Density Increase", 1/2 END(+1/4)	2
15	60 STR, 1/2 END(+1/4) ==Skills==	0
5	1 Levels: Hand-to-hand, related group	
0	PS: Student 8-	
1	Streetwise 8-	

132 : **Powers Total**  
118 + **Characteristic Total**  
250 = **Total Cost**

Base OCV: 7      Base DCV: 7  
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	

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

DEX: 20    SPD: 5    ECV: 3  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 23/ 9    ED/rED 19/ 9  
END: 56    STUN: 34    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 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**  
Champions of the North (419)  
p82  
Name: Margaret Ellen Rosewood  
Species: Human mutant  
Gender: Female  
Eyes: Brown  
Team: Infiltrators