

NAME: Dark Angel
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30	Strength	x1	10	20
23	Dexterity	x3	10	39
20	Constitution	x2	10	20
15	Body	x2	10	10
20	Intelligence	x1	10	10
17	Ego	x2	10	14
20	Presence	x1	10	10
20	Comeliness	x1/2	10	5
25	Physical Defex	x1	6	19
20	Energy Defens	x1	4	16
4	Speed	x10	3.3	7
10	Recovery	x2	10	0
40	Endurance	x1/2	40	0
40	Stun	x1	40	0
Characteristics Cost:				170

STR Roll: 15-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 13-	Jump	6"
EGO Roll: 12-	Flight	5"
PER Roll: 13-		

Experience: 102

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Adept", easily concealable, minor		5
Distinctive, "Death aura", concealable, minor		10
Hunted, "American super hero", as powerful, harsh, appear 11-		15
Psych Lim, "Subject to orders from Death", uncommon, strong		10
Psych Lim, "Loyal to mother Russia", uncommon, strong		10
Psych Lim, "In love with an American superhero", common, strong		15
Psych Lim, "Doesn't want to claim lives", common, total		20
Unluck, 1D6		5

Disadvantages Total : 90
Experience Spent + 102
Total Points = 392

ENEMIES

PTS	POWERS	END
10	5" Flight	1
7	10 Mental Defense	
45	MP (45)	
4u	Desolid	4
4u	4 1/2D6 Ego Attack	4
4u	15/15 Force Field, 0 END(+1/2)	0
3u	15" Teleport	3
4u	X-D Move, time travel	4
105	3D6 RKA, Costs END to turn off(-1/4), No Knockback(-1/4), Damage Shield(+1/2), 0 END Persistent(+1), Continuous(+1)	0
20	2 BODY Regen ==Skills==	
3	Lang: English, fluent w/accnt	
0	Lang: Russian, native	
3	Stealth 14- ==Talents==	
10	2D6 Luck	

222 : **Powers Total**
170 + **Characteristic Total**
392 = **Total Cost**

Base OCV: 8 Base DCV: 8
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: 23 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 25/ 0 ED/rED 20/ 0
END: 40 STUN: 40 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
Enemies III (16) p7
Name: Natasha Rasputin
Species: Human
Gender: Female