

NAME: Destruction
PLAYER:

VALUE	CHAR	COST	BASE	PTS
25	Strength	x1	10	15
28	Dexterity	x3	10	54
33	Constitution	x2	10	46
15	Body	x2	10	10
10	Intelligence	x1	10	0
15	Ego	x2	10	10
25	Presence	x1	10	15
18	Comeliness	x1/2	10	4
12/30	Physical Defex	x1	5	7
12/30	Energy Defens	x1	7	5
6	Speed	x10	3.8	22
11	Recovery	x2	12	-2
66	Endurance	x1/2	66	0
60	Stun	x1	45	15
Characteristics Cost:				201

STR Roll: 14-	Run	11"
DEX Roll: 15-	Swim	2"
INT Roll: 11-	Jump	15"
EGO Roll: 12-	Flight	15"
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	353+PTS
Berserk, "Hand-to-hand melee", very common, occur 11-, recover 11-		25
Distinctive, "Adept", easily concealable, minor		5
Hunted, "PRIMUS", as powerful, harsh, appear 8-		10
Hunted, "Supergroup", more powerful, harsh, appear 11-		20
Psych Lim, "Announces intentions in melee", uncommon, moderate		5
Psych Lim, "Fear of confinement", uncommon, moderate		5
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Glories in large scale destruction", very common, strong		20
Secret ID, "Mia Terow"		15
Vuln, "Surprise attacks", very common, x1 1/2 stun		15
Vuln, "Surprise attacks", very common, x1 1/2 body		15
Psych Lim, "Obeys only Fear", common, moderate		10

Disadvantages Total : 160
Experience Spent + 0
Total Points = 513

ENEMIES

PTS	POWERS	END
6	6/6 Damage Resistance	
30	15" Flight	3
112	MP (112)	
10u	9D6 EB, "Pain Ray", NND (+1), Defense: Armor, 1/2 END(+1/4)	5
11u	11D6 EB, Area Effect (+1), line	11
10u	12D6 EB, Explosion (+1/2), 1/2 END(+1/4)	5
8u	+65 STR, 1/2 END(+1/4)	4
4	7 Mental Defense	
10	10 Power Defense	
24	1D6 RKA, No Knockback (-1/4), Damage Shield (+1/2), 0 END(+1/2)	0
10	11" Running	2
10	15" Superleap ==Skills==	4
9	Climbing 18-	
15	3 Levels: Hand-to-hand, related group ==Equipment==	
6	9/9 Damage Resistance, IAF(-1/2)	
12	+18 ED, IAF(-1/2)	
12	+18 PD, IAF(-1/2)	
13	2 BODY Regen, IAF(-1/2)	

312 : **Powers Total**
201 + **Characteristic Total**
513 = **Total Cost**

Base OCV: 9 Base DCV: 9
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: 28 **SPD:** 6 **ECV:** 5
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 30/ 15 **ED/rED** 30/ 15
END: 66 **STUN:** 60 **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: Mia Tarow
Species: Human
Gender: Female