

NAME: Howler
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
26	Dexterity	x3	10	48
23	Constitution	x2	10	26
10	Body	x2	10	0
13	Intelligence	x1	10	3
13	Ego	x2	10	6
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
7	Physical Defex	x1	3	4
7	Energy Defens	x1	5	2
5	Speed	x10	3.6	14
10	Recovery	x2	8	4
46	Endurance	x1/2	46	0
29	Stun	x1	29	0
Characteristics Cost:				122

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 12-	Flight	25"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Dependence, "On amulet",		10
very common, per turn, 1D6		
DNPC, normal, appear 11-		15
Distinctive, "Sultry		10
voice", concealable, minor		
Hunted, "Aliens", more		20
powerful, harsh, appear 11-		
Hunted, "Israeli		20
superheroes", more		
powerful, non-combat		
influence, limited area,		
harsh, appear 11-		
Psych Lim, "Code vs.		20
killling", common, total		
Psych Lim, "Fear amulet		15
will be stolen", common,		
strong		
Psych Lim, "Superstitious",		15
common, strong		
Rep, "Supervillainess",		15
occur 14-		
Rivalry, "Pierre Renau		10
(french archeologist)",		
professional, in superior		
position		

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

ENEMIES

PTS	POWERS	END
17	EC (25), OIF(-1/2)	
10a)	4D6 Absorption, vs SFX (all powers), Only vs. sound attacks(-2)	
10b)	75% Damage Reduction (ED), resistant, Only vs. sound attacks(-2)	
17c)	10D6 EB	5
22d)	3D6 Flash, Hearing Group, No Range(-1/2), x2 Increased End Cost (-1/2), Area Effect (+1), cone	16
17e)	25" Flight	5
17f)	20/20 Force Field, x1 Hardened(+1/4)	5
6	+3 Enhanced PER, Hearing	
3	Ultra Hearing	
	==Skills==	
2	AK: Middle East 11-	
3	KS: Archeology 12-	
4	2 Levels: Energy Blast	
0	PS: Archeologist 8-	

128 : **Powers Total**
122 + **Characteristic Total**
250 = **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: 26	SPD: 5	ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12		
PD/rPD 27/ 20	ED/rED 27/ 20	
END: 46	STUN: 29	BODY: 10

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: Ruth Legy
Species: Human
Gender: Female

