

NAME: Hummingbird
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
24	Dexterity	x3	10	42
18	Constitution	x2	10	16
10	Body	x2	10	0
10	Intelligence	x1	10	0
18	Ego	x2	10	16
15	Presence	x1	10	5
18	Comeliness	x1/2	10	4
8	Physical Defex	1	2	6
8	Energy Defens	x1	4	4
5	Speed	x10	3.4	16
8	Recovery	x2	6	4
36	Endurance	x1/2	36	0
30	Stun	x1	24	6
Characteristics Cost:				119

STR Roll: 11-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	2"
EGO Roll: 13-	Flight	25"
PER Roll: 11-		

Experience: 97

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "PRIMUS", more powerful, non-combat influence, harsh, appear	8-	20
Hunted, "Justice Squadron", more powerful, non-combat influence, harsh, appear	8-	20
Physical Lim, "Tiny voice when shrunk", infrequently, slightly		5
Psych Lim, "Code vs. killing", common, total		20
Psych Lim, "Curiosity about others secrets", common, moderate		10
Psych Lim, "Airhead", common, moderate		10
Secret ID, "Melissa Sanders"		15
Vuln, "Biological attacks", common, x2 stun		20
Vuln, "Biological attacks", common, x2 body		20

Disadvantages Total : 150
Experience Spent + 97
Total Points = 347

ENEMIES

PTS	POWERS	END
41	25" Flight, Linked (-1/2), "Shrinking", 1/2	
	END(+1/4)	3
8	12 Mental Defense	
41	MP (62), Linked(-1/2), "Shrinking"	
4u	5D6 Ego Attack, 1/2	
	END(+1/4)	3
4u	10D6 Mind Control, 1/2	
	END(+1/4)	3
75	5 LVLS Shrinking(64mm, 3.2g, +10 DCV, +15 KB), 0	
	END(+1/2)	0
	==Skills==	
3	Acrobatics 14-	
3	Breakfall 14-	
3	Conversation 12-	
2	KS: Gems & Jewelry 11-	
4	KS: Popular Music & Culture 13-	
8	4 Levels: Flight, tight group, Linked(-1/2), "Shrinking"	
4	2 Levels: Multipower, tight group, Linked(-1/2), "Shrinking"	
3	PS: Shopper 13-	
3	Security Systems 11-	
3	Seduction 12-	
3	Stealth 14-	
	==Equipment==	
16	8/8 Armor, OIF(-1/2)	

228 : **Powers Total**
119 + **Characteristic Total**
347 = **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:	24	SPD:	5	ECV:	6
Phases	- - 3 - 5 - - 8 - 10 - 12				
PD/rPD	16/ 8	ED/rED	16/ 8		
END:	36	STUN:	30	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
Conquerors, Killers and Crooks p86
Name: Melissa Saunders
Species: Human mutant
Gender: Female
Hair: Brown
Eyes: Green
Team: GRAB

