

NAME: Hurricane (MF p74)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
26	Dexterity	x3	10	48
18	Constitution	x2	10	16
12	Body	x2	10	4
10	Intelligence	x1	10	0
10	Ego	x2	10	0
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
10	Physical Defex	x1	3	7
10	Energy Defens	x1	4	6
7	Speed	x10	3.6	34
10	Recovery	x2	7	6
70	Endurance	x1/2	36	17
35	Stun	x1	29	6
Characteristics Cost:				161

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	3"
EGO Roll: 11-	Flight	30"
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	247+PTS
Berserk, "Made to look bad or foolish", uncommon, occur 11-, recover 11-		15
Distinctive, "Mutant", easily concealable, major		10
Hunted, "Bora (of Eurostar)", as powerful, harsh, appear 8-		10
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "PRIMUS", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Violent", common, strong		15
Psych Lim, "Spoiled brat", very common, moderate		15
Psych Lim, "Terrified of having ID discovered, even by friends", common, total		20
Rep, "Powerful, destructive mutant", occur 11-, extreme reputation		15
Rivalry, "Flying characters", professional		5
Secret ID, "Kara Wildes"		15

Disadvantages Total : 160
Experience Spent + 0
Total Points = 407

ENEMIES

PTS	POWERS	END
20	EC (Mutant Wind Control) (30), "Mutant Wind Control", Outdoors only (-1/4), Must have air (-1/4)	
20a)	75% Damage Reduction (PD), resistant	
52b)	12D6 Dispel, "vs all fire, smoke, or similar powers at once", vs SFX (all powers)	11
27c)	8D6 EB, Double Knockback (+3/4)	7
34d)	30" Flight, x4 Non-Combat, 1/2 END (+1/4)	3
12e)	11 OCV Missile Deflection, deflect all attacks, Costs END (-1/2), Only vs Physical Attacks (-1/2), Continuous (+1), Uncontrolled (+1/2)	6
22f)	45 STR TK, affects all parts	7
	3 Acrobatics 14-	
	3 Breakfall 14-	
	3 High Society 13-	
	3 KS: Airplanes and Jets 11-, (INT based)	
	3 Lang: French, fluent w/accnt	
	9 3 Levels: Elemental Control, tight group	
	8 4 Levels: Turn modes	
	3 Navigation 11-	
	3 Riding 14-	
	3 SC: Meteorology 11-, (INT based)	
	3 Seduction 13- ==Perks==	
	15 Money, filthy rich	

246 : **Powers Total**
161 + **Characteristic Total**
407 = **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: 7 ECV: 3
Phases - 2 - 4 - 6 7 - 9 - 11 12
PD/rPD 10/ 0 ED/rED 10/ 0
END: 70 STUN: 35 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