

**NAME:** Lady Thunder (AL p33)  
**PLAYER:**

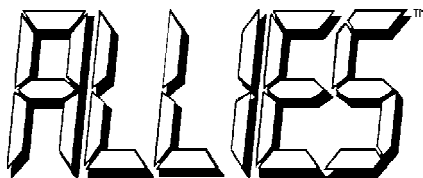
VALUE	CHAR	COST	BASE	PTS
50	Strength	x1	10	40
26	Dexterity	x3	10	48
28	Constitution	x2	10	36
10	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
25	Physical Defex	x1	10	15
25	Energy Defens	x1	6	19
5	Speed	x10	3.6	14
16	Recovery	x2	16	0
56	Endurance	x1/2	56	0
49	Stun	x1	49	0
<b>Characteristics Cost:</b>				<b>180</b>

<b>STR Roll:</b> 19-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 11-	Jump	10"
<b>EGO Roll:</b> 11-	Flight	20"
<b>PER Roll:</b> 11-		

**Experience:** 0

DISADVANTAGES	BASE:	195+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "When innocents threatened", uncommon, occur 8-, recover 11-		5
Hunted, "DEMON", more powerful, harsh, appear 8-		15
Psych Lim, "Code vs. killing", common, strong		15
Psych Lim, "Hatred of drug pushers", common, strong		15
Psych Lim, "Devoted to husband", common, strong		15
Public ID, "Kate Rivers Jackson"		10
Unluck, 1D6		5
Vuln, "Magic", common, x1 1/2 stun		10
Watched, "Local authorities", as powerful, harsh, appear 8-		5

**Disadvantages Total :** 105  
**Experience Spent +** 0  
**Total Points =** 300



PTS	POWERS	END
10	10/10 Damage Resistance	
40	12D6 EB, 14- Activation(-1/2)	6
50	20" Flight, 1/2 END (+1/4)	2
5	7 Mental Defense ==Skills==	
5	Acrobatics 15-	
5	Breakfall 15-	
5	1 Levels: w/ HTH Combat, related group	

120 : **Powers Total**  
180 + **Characteristic Total**  
300 = **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	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

**DEX:** 26    **SPD:** 5    **ECV:** 3  
**Phases** - - 3 - 5 - - 8 - 10 - 12  
**PD/rPD** 25/ 10    **ED/rED** 25/ 10  
**END:** 56    **STUN:** 49    **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**