

NAME: Metalla (CO p41)
PLAYER:

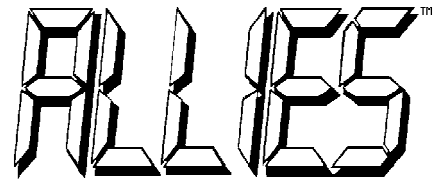
VALUE	CHAR	COST	BASE	PTS
45/60	Strength	x1	10	35
20	Dexterity	x3	10	30
23	Constitution	x2	10	26
15	Body	x2	10	10
13	Intelligence	x1	10	3
10	Ego	x2	10	0
13	Presence	x1	10	3
16	Comeliness	x1/2	10	3
9/12	Physical Defex	x1	9	0
5/8	Energy Defens	x1	5	0
4	Speed	x10	3.0	10
14	Recovery	x2	14	0
46	Endurance	x1/2	46	0
50	Stun	x1	50	0
Characteristics Cost:				120

STR Roll: 21-	Run	7"
DEX Roll: 13-	Jump	12"
INT Roll: 12-		
EGO Roll: 11-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	132+PTS
Distinctive, "Metallic woman", not concealable, major		20
Hunted, "Enemies of Sanctuary", more powerful, non-combat influence, harsh, appear 8-		20
Physical Lim, "Poor manipulation of small objects", frequently, slightly		10
Physical Lim, "Can't swim", infrequently, greatly		10
Psych Lim, "Fear of drowning", common, moderate		10
Psych Lim, "Feels tied to Sanctuary", common, moderate		10
Psych Lim, "Watches out for Pooka", common, moderate		10
Psych Lim, "Code vs. killing", common, total		20
Public ID, "Marjorie"		10
Vuln, "Magnetics", uncommon, x2 stun		10

Disadvantages Total : 130
Experience Spent + 0
Total Points = 262



PTS	POWERS	END
53	20/15 Armor	
20	3 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
12	1D6 Flash, Sight, Always On(-1/2), Only in bright light(-1/2), Damage Shield(+1/2), 0 END Persistent(+1)	0
20	Life Support, doesn't eat/sleep/excrete, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to aging	
25	7 OCV Missile Deflection, deflect all attacks, Only vs. energy(-1), Continuous (+1), Uncontrolled (+1/2)	
2	7" Running	1
-2	0" Swimming	0
2	AK: Neutral Ground	11-
3	Bureaucratics	12-
2	KS: Politics	11-
4	PS: Secretary	13-, (INT based)
1	PS: Journalist	8-

142 : **Powers Total**
120 + **Characteristic Total**
262 = **Total Cost**

Base OCV: 7 Base DCV: 7
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: 20 SPD: 4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 32/ 20 ED/rED 23/ 15
END: 46 STUN: 50 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