

<b>NAME:</b> Miragi				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
6	Strength	x1	10	-4
18	Dexterity	x3	10	24
15	Constitution	x2	10	10
9	Body	x2	10	-2
15	Intelligence	x1	10	5
13	Ego	x2	10	6
13	Presence	x1	10	3
14	Comeliness	x1/2	10	2
2	Physical Defex	x1	1	1
4	Energy Defens	x1	3	1
4	Speed	x10	2.8	12
5	Recovery	x2	4	2
32	Endurance	x1/2	30	1
21	Stun	x1	20	1
<b>Characteristics Cost:</b>				62

<b>STR Roll:</b> 10-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	1"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 12-		

**Experience:** 6

<b>DISADVANTAGES</b>	<b>BASE:</b>	<b>75+PTS</b>
Berserk, "Drug induced rage", uncommon, occur 8-, recover 14-		5
Hunted, "European authroities", less powerful, non-combat influence, limited area, harsh, appear 8-		5
Normal Stats		20
Psych Lim, "Coward", common, strong		15
Psych Lim, "Loyal to Adonis", common, strong		15
Psych Lim, "Hates Scuz", common, strong		15
Rep, "Minor super villain", occur 8-		5

**Disadvantages Total :** 80  
**Experience Spent +** 6  
**Total Points =** 161

# ENEMIES

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
8	65/1 End Reserve	
22	-0 Images, Hearing, Sight Group, Mental Group, Only to make false self(-1/2), Linked(-1/2), "Invisibility", 0 END (+1/2)	0
62	Invisibility, Hearing, Sight Group, Mental Group, no fringe, 1/2 END(+1/4) ==Skills==	3
3	Criminology 12-	
4	Lang: English, native accent	
0	Lang: German, native	
0	Stealth 8-	

99 : Powers Total  
62 + Characteristic Total  
161 = Total Cost

Base OCV: 6      Base DCV: 6  
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: 18      SPD: 4      ECV: 4  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 2/ 0      ED/rED 4/ 0  
END: 32      STUN: 21      BODY: 9

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**  
Dawn of DNA p16  
Name: Heidi Vandierendonck  
Gender: Female  
Age: 31  
Team: The Errants

