

NAME: Quantum 2
PLAYER:

VALUE	CHAR	COST	BASE	PTS
35	Strength	x1	10	25
28	Dexterity	x3	10	54
33	Constitution	x2	10	46
15	Body	x2	10	10
20	Intelligence	x1	10	10
15	Ego	x2	10	10
20	Presence	x1	10	10
18	Comeliness	x1/2	10	4
15	Physical Defex	x1	7	8
15	Energy Defens	x1	7	8
6	Speed	x10	3.8	22
15	Recovery	x2	14	2
100	Endurance	x1/2	66	17
100	Stun	x1	50	50
Characteristics Cost:				276

STR Roll: 16-	Run	6"
DEX Roll: 15-	Swim	2"
INT Roll: 13-	Jump	7"
EGO Roll: 12-	Flight	17"
PER Roll: 13-		

Experience: 273

DISADVANTAGES	BASE:	200+PTS
DNPC, "Doris Jones, roommate, programmer and detective", normal, useful skills, appear 11-		10
DNPC, "Sam Lui, lover and reporter", normal, useful skills, appear 14-		15
Hunted, "Doctor Destroyer", more powerful, non-combat influence, harsh, appear 11-		25
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear 11-		25
Psych Lim, "Easily angered", very common, strong		20
Psych Lim, "Guilty", very common, strong		20
Secret ID, "Wendy Lee"		15
Susc, "Cut off from light", uncommon, effect is instant, 3D6		15
Unluck, 3D6		15
Vuln, "Darkness", uncommon, x2 stun		10
Vuln, "Darkness", uncommon, x2 body		10

Disadvantages Total : 180
Experience Spent + 273
Total Points = 653

ALLIES™

PTS	POWERS	END
18	EC (18)	
33a)	17" Flight, 0 END(+1/2)	0
19b)	15/15 Force Field, 1/2 END(+1/4)	2
6	+3 Enhanced PER, Sight	
5	5 Flash Defense, Sight Group	
5	5 Lack Of Weakness	
7	10 Mental Defense	
166	MP (166), "Photonic Ultra"	
4u	Desolid	4
17u	9 1/2D6 Drain, "END", Ranged(+1/2), 1/2 END(+1/4)	8
9u	14D6 EB, 1/2 END(+1/4)	4
9u	7D6 Entangle, 1/2 END(+1/4)	4
16u	7D6 Flash, Area Effect (+1), radius, 1/2 END(+1/4)	8
9u	14/14 Force Wall, 1/2 END(+1/4)	4
4u	Invisibility, Radar, N-Ray, Sight Group, no fringe	4
9u	4 1/2D6 RKA, 1/2 END(+1/4)	4
10u	70 STR TK	10
10	10 Power Defense	
5	UV Vision	
6	2 Levels: Multipower, tight group	
10	1 Levels, all skills	

377 : **Powers Total**
276 + **Characteristic Total**
653 = **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: 28 SPD: 6 ECV: 5
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 30/ 15 ED/rED 30/ 15
END: 100 STUN: 100 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

Dragon Magazine #111 p90
Name: Wendy Lee
Species: Human mutate
Gender: Female
Height: 5 feet 9 inches
Weight: 130 pounds
Hair: Black
Eyes: Green

