

NAME: Quantum 4
PLAYER:

VALUE	CHAR	COST	BASE	PTS
55	Strength	x1	10	45
38	Dexterity	x3	10	84
53	Constitution	x2	10	86
25	Body	x2	10	30
30	Intelligence	x1	10	20
25	Ego	x2	10	30
40	Presence	x1	10	30
30	Comeliness	x1/2	10	10
25	Physical Defex	x1	11	14
25	Energy Defens	x1	11	14
10	Speed	x10	4.8	52
25	Recovery	x2	22	6
200	Endurance	x1/2	106	47
200	Stun	x1	80	120
Characteristics Cost:				588

STR Roll: 20-	Run	6"
DEX Roll: 17-	Swim	2"
INT Roll: 15-	Jump	11"
EGO Roll: 14-	Flight	37"
PER Roll: 15-		

Experience: 920

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 + 920		
Total Points = 1300		

ALLIES™

PTS	POWERS	END
31	EC (31)	
80a)	37" Flight, 0 END(+1/2)	0
31b)	25/25 Force Field, 1/2 END(+1/4)	3
6	+3 Enhanced PER, Sight	
15	15 Flash Defense, Sight Group	
10	Instant Change, any clothes	
5	IR Vision	
15	15 Lack Of Weakness	
25	30 Mental Defense	
254	MP (254), "Photonic Ultra"	
4u	Desolid	4
25u	14 1/2D6 Drain, "END", Ranged(+1/2), 1/2 END (+1/4)	12
14u	22D6 EB, 1/2 END(+1/4)	7
14u	11D6 Entangle, 1/2 END (+1/4)	7
25u	11D6 Flash, Sight, Area Effect(+1), radius, 1/2 END(+1/4)	12
14u	22/22 Force Wall, 1/2 END(+1/4)	7
4u	Invisibility, Radar, N-Ray, Sight Group, no fringe	4
14u	7D6+1 RKA, 1/2 END (+1/4)	7
19u	130 STR TK	19
20	2 BODY Regen	
30	30 Power Defense	
5	UV Vision	
12	4 Levels: Multipower, tight group	
30	3 Levels, all skills	
10	11- Danger Sense	

712 : Powers Total
588 + Characteristic Total
1300 = Total Cost

Base OCV:13 Base DCV:13
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: 38 SPD: 10 ECV: 8
Phases - 2 3 4 5 6 - 8 9 10 11 12
PD/rPD 50/ 25 ED/rED 50/ 25
END: 200 STUN: 200 BODY: 25

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

