

NAME: Scorch				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
50	Strength	x1	10	40
29	Dexterity	x3	10	57
30	Constitution	x2	10	40
15	Body	x2	10	10
13	Intelligence	x1	10	3
15	Ego	x2	10	10
30	Presence	x1	10	20
18	Comeliness	x1/2	10	4
15	Physical Defex	x1	10	5
25	Energy Defens	x1	6	19
6	Speed	x10	3.9	21
20	Recovery	x2	16	8
100	Endurance	x1/2	60	20
80	Stun	x1	55	25
Characteristics Cost:				282

STR Roll: 19-	Run	6"
DEX Roll: 15-	Swim	2"
INT Roll: 12-	Jump	10"
EGO Roll: 12-	Flight	30"
PER Roll: 12-		

Experience: 274

DISADVANTAGES	BASE: 200+ PTS
Berserk, "Takes any BODY or half STUN", uncommon, occur 14-, recover 8-	25
Distinctive, "Detects as a mutant", concealable, minor	10
Distinctive, "Constantly on fire", not concealable, extreme	25
Enraged, "Military opponents", uncommon, occur 14-, recover 8-	13
Hunted, "Other world governments", less powerful, limited area, harsh, appear 8-	0
Hunted, "Firewing", as powerful, harsh, appear 8-	10
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear 8-	20
Hunted, "US military and PRIMUS", more powerful, non-combat influence, harsh, appear 8-	20
Physical Lim, "Unable to interact with normal people and life", all the time, greatly	20
Psych Lim, "Melancholic, sometimes suicidal", uncommon, strong	10
Psych Lim, "Cares little about "real world" rules", common, moderate	10
Psych Lim, "Desperately wants to control powers", very common, total	25
Susc, "Fire retardants", common, per segment, 3D6	35
Disadvantages Total : 223	
Experience Spent + 274	
Total Points = 697	

ENEMIES

PTS	POWERS	END
5	Discriminatory, IR	
30	EC (Fire) (30)	
15a)	4D6 Absorption, "Fire to STR, CON, END and STUN", vs SFX (all powers), only vs. fire/heat(-1)	
15b)	75% Damage Reduction (ED), resistant, only vs. heat/fire(-1)	
30c)	30" Flight	
31d)	15/20 Force Field, x1 Hardened(+1/4), 0 END (+1/2)	
20e)	1D6+1 RKA, Always On (-1/2), Damage Shield (+1/2), Penetrating (+1/2), 0 END Persistent(+1)	
5	IR Vision	
30	Life Support, doesn't breathe, doesn't eat/sleep/excrete, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to aging	
10	13 Mental Defense	
90	MP (Fire) (90)	
9u	6D6 EB, +1 Variable Advantage(+2)	
9u	9D6 EB, Area Effect (+1), cone	
9u	12D6 EB, 0 END(+1/2)	
9u	4D6 RKA, 0 END(+1/2)	
9u	4 1/2D6 RKA (Fire), 1/2 END(+1/4)	
9u	6D6 RKA	
9u	6D6 Suppress, vs SFX (all powers)	
9u	4D6 Transform, "Object to slag", major, cumulative	
20	20 Power Defense	
20	2 BODY Regen	
	==Skills==	
5	AK: World Geography 14-	
8	1 Levels, all combat	
9	3 Rng Levels, all ranged attacks	
415	Powers Total	
282	+ Characteristic Total	
697	= Total Cost	

Base OCV:10 Base DCV:10
 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

6	DEX: 29	SPD: 6	ECV: 5
	Phases - 2 - 4 - 6 - 8 - 10 - 12		
0	PD/rPD 30/ 15	ED/rED 45/ 20	
	END: 100	STUN: 80	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
 The Mutant File (428) p82
 Name: Victoia (last name unknown)
 Species: Human mutant (AG/fire)
 Gender: Female

