

<b>NAME:</b> Sidestep <b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
10	Strength	x1	10	0
20	Dexterity	x3	10	30
15	Constitution	x2	10	10
10	Body	x2	10	0
15	Intelligence	x1	10	5
8	Ego	x2	10	-4
10/15	Presence	x1	10	0
12	Comeliness	x1/2	10	1
6	Physical Defex	x1	2	4
6	Energy Defens	x1	3	3
5	Speed	x10	3.0	20
5	Recovery	x2	5	0
30	Endurance	x1/2	30	0
23	Stun	x1	23	0
<b>Characteristics Cost:</b>				69
<b>STR Roll:</b> 11-	Run		6"	
<b>DEX Roll:</b> 13-	Swim		2"	
<b>INT Roll:</b> 12-	Jump		2"	
<b>EGO Roll:</b> 11-				
<b>PER Roll:</b> 12-				
<b>Experience:</b> 0				
<b>DISADVANTAGES</b>		<b>BASE:</b>	<b>98+PTS</b>	
Berserk, "Humiliated",	common, occur 8-, recover 11-			15
Hunted, "STOP", more powerful, non-combat influence, harsh, appear				20
Psych Lim, "Impetuous", common, strong				15
Psych Lim, "Hero worships Battleaxe", common, strong				15
Rep, "Over eager villainess", occur 8-				5
Rivalry, "Aggro", professional				5
Secret ID, "Jemmima Medriss"				15
Unluck, 2D6				10
Watched, "Project: Armour", more powerful, non-combat influence, harsh, appear 11-				13
<b>Disadvantages Total :</b>				113
<b>Experience Spent +</b>				0
<b>Total Points =</b>				211

# MACE

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
==Skills==		
3	Breakfall 13-	
3	Bugging 12-	
7	Concealment 14-	
3	KS: Aikido 12-, (INT based)	
2	Lang: French, fluent conversation	
15	3 Levels: Hand-to-hand combat, related group	
4	Martial Dodge	
4	Martial Escape	
3	Martial Grab, "Hold"	
4	M Strike	
3	Martial Throw	
3	PS: Personal Assistant 13-	
2	WF, Common Melee	
==Equipment==		
33	MP (50), "Power Staves", OIF(-1/2)	
2u	5D6 EB, No Range(-1/2), 13-16 Charges(0), NND (+1), Defense: Force Fields	0
2u	10D6 EB (Electricity), No Range(-1/2), 13-16 Charges(0)	0
49	PKG, "Suit", OIF(-1/2)	0
(18)	9/9 Armor	
(3)	5 Flash Defense, Sight Group	
(3)	+5 PRE	
(25)	15" Teleport, 17-32 Charges(+1/4)	0
142	<b>Powers Total</b>	
69	<b>+ Characteristic Total</b>	
211	<b>= Total Cost</b>	

Base OCV: 7	Base DCV: 7
Adjustment +	Adjustment +
Final OCV =	Final DCV =

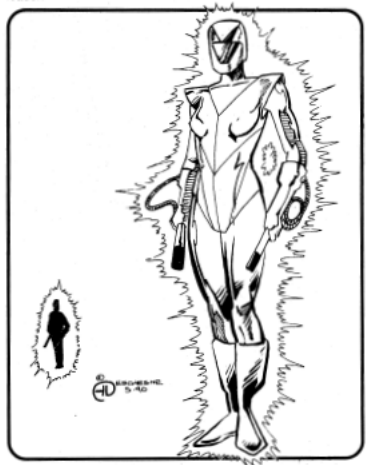
Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	25 STR
Martial Grab	1/2	-1	-1	20 STR
M Strike	1/2	+0	+2	4D6
Martial Throw	1/2	+0	+1	2D6 + v/5

Range	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 20	SPD: 5	ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12		
PD/rPD 15/ 9	ED/rED 15/ 9	
END: 30	STUN: 23	BODY: 10

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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**  
Kingdom of Champions (410)  
p152  
Name: Jemmima Medriss  
Species: Human  
Gender: Female  
Height: 5 feet 9 inches  
Weight: 143 pounds  
Hair: Dark  
Eyes: Hazel  
Team: MACE



**Disadvantages Total :** 113  
**Experience Spent +** 0  
**Total Points =** 211

**142 : Powers Total**  
**69 + Characteristic Total**  
**211 = Total Cost**