

NAME: Smoke
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
25	Dexterity	x3	10	45
20	Constitution	x2	10	20
12	Body	x2	10	4
20	Intelligence	x1	10	10
15	Ego	x2	10	10
20	Presence	x1	10	10
16	Comeliness	x1/2	10	3
8	Physical Defex	1	3	5
12	Energy Defens	x1	4	8
6	Speed	x10	3.5	25
12	Recovery	x2	7	10
60	Endurance	x1/2	40	10
30	Stun	x1	30	0
Characteristics Cost:				165

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 13-	Jump	3"
EGO Roll: 12-	Teleportati	25"
PER Roll: 13-		

Experience: 173

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "If sister knocked out or seriously hurt", common, occur 14-, recover 11-		13
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Code vs. killing", common, total		20
Psych Lim, "Devoted/protective of her sister", common, total		20
Public ID, "Lizaveta Perovsky"		10
Vuln, "Light", uncommon, x2 stun		10
Vuln, "Light", uncommon, x2 body		10
Vuln, "Light based flashes", common, x2 effect		20

Disadvantages Total : 153
Experience Spent + 173
Total Points = 526

ENEMIES

PTS	POWERS	END
25	EC (Darkness) (25)	
37a)	4" Darkness, Sight Group, Personal Immunity(+1/4)	6
25b)	20/20 Force Field, 1/2 END(+1/4)	2
30c)	25" Teleport, x2 Increased Mass	5
7	+10 Enhanced PER, Sight, Only vs. sister's Images(-2)	
162	MP (Darkness) (162)	
6u	12D6 EB	6
7u	PKG, 8D6 EB, 4D6 Flash, Linked(-1/2)	8
5u	5D6 Entangle, stops sense	5
16u	12D6 Flash, Sight Group, 1/2 END(+1/4)	8
3u	8/8 Force Wall, opaque, Only to englobe(-1/2) ==Skills==	4
3	Acrobatics 14-	
3	Breakfall 14-	
3	Combat Piloting 14-	
2	KS: The Superhuman World 11-	
2	KS: VIPER 11-	
3	Lang: English, fluent w/accnt	
0	Lang: Russian, native	
9	3 Levels: Multipower, tight group	
1	Lockpicking 8-	
3	Persuasion 13-	
3	Stealth 14-	
3	Streetwise 13-	
3	Teamwork 14-	

361 : **Powers Total**
165 + **Characteristic Total**
526 = **Total Cost**

Base OCV: 8 Base DCV: 8
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: 25 SPD: 6 ECV: 5
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 28/ 20 ED/rED 32/ 20
END: 60 STUN: 30 BODY: 12

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
Villains, Vandals and Vermin p118
Name: Lizaveta Perovsky
Species: Human mutant (darkness)
Gender: Female
Hair: Blonde