

**NAME:** Sparkler  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
24	Dexterity	x3	10	42
13	Constitution	x2	10	6
10	Body	x2	10	0
10	Intelligence	x1	10	0
11	Ego	x2	10	2
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
20	Physical Defex	1	2	18
25	Energy Defens	x1	3	22
5	Speed	x10	3.4	16
5	Recovery	x2	5	0
26	Endurance	x1/2	26	0
22	Stun	x1	22	0
<b>Characteristics Cost:</b>				109

<b>STR Roll:</b> 11-	Run	18"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 11-	Jump	2"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 31

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Gives off light and sparkles", easily concealable, major		10
Hunted, "Hero group", more powerful, harsh, appear 8-		15
Psych Lim, "Enjoys pyrotechnics", common, moderate		10
Psych Lim, "Show off", common, moderate		10
Psych Lim, "Acts overly energetic", common, strong		15
Psych Lim, "Explosive temper", common, strong		15
Susc, "1D6 Stun from water", very common, effect is instant, 1D6		15

**Disadvantages Total :** 90  
**Experience Spent +** 31  
**Total Points =** 221

# ENEMIES

PTS	POWERS	END
26	EC (Pyrotechnics) (26)	
26a)	15/20 Force Field, 0 END(+1/2)	0
26b)	2D6 RKA, "Sparkles", x1 Armor Piercing(+1/2), 1/2 END(+1/4)	2
24	+12" Running	2
10	5 Levels: Sparkles	

112 : **Powers Total**  
109 + **Characteristic Total**  
221 = **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	

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 24    SPD: 5    ECV: 4  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 35/ 15    ED/rED 45/ 20  
END: 26    STUN: 22    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 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**  
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Name: Marie Consuella Gonzales Romano  
Species: Human mutate  
Gender: Female

