

NAME: Spectra PLAYER:				
VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
23	Dexterity	x3	10	39
15	Constitution	x2	10	10
13	Body	x2	10	6
11	Intelligence	x1	10	1
13	Ego	x2	10	6
13	Presence	x1	10	3
16	Comeliness	x1/2	10	3
15	Physical Defex	x1	3	12
25	Energy Defens	x1	3	22
5	Speed	x10	3.3	17
8	Recovery	x2	6	4
36	Endurance	x1/2	30	3
28	Stun	x1	28	0
Characteristics Cost:				129
STR Roll: 12-	Run			6"
DEX Roll: 14-	Swim			2"
INT Roll: 11-	Jump			3"
EGO Roll: 12-				
PER Roll: 11-				
Experience: 80				
DISADVANTAGES BASE: 100+PTS				
Berserk, "Stymied", common,				25
occur 11-, recover 8-				
DNPC, "Sister", normal,				15
appear 11-				
Psych Lim, "Quick				5
tempered", uncommon,				
moderate				
Psych Lim, "Likes money",				5
uncommon, moderate				
Psych Lim, "Doesn't like				15
physical combat", common,				
strong				
Psych Lim, "In love with				20
Jabberrock", common, total				
Public ID, "Daphne				10
Oesterhaus"				
Susc, "1D6 Stun 1d6 Body				20
when Berserk", common, per				
turn, 2D6				
Susc, "3D6 Stun vs.				15
ultrasonics", uncommon,				
effect is instant, 3D6				
Unluck, 1D6				5
Disadvantages Total : 135				
Experience Spent + 80				
Total Points = 315				

ENEMIES

PTS	POWERS	END
22	3D6 EB, No Range(-1/2), only when berserk, must use when berserk (-1/2), NND(+1), Defense: Life Support vs. breathing, Explosion(+1/2), 0 END (+1/2)	
50	MP (Light) (50)	
5u	Desolid, "Indigo", 1/2 END(+1/4)	
5u	4D6 Ego Attack, "Green", 1/2 END(+1/4)	
5u	8D6 EB, "Orange", 1/2 END(+1/4)	
5u	4D6 Flash, "Yellow", Sight, 1/2 END(+1/4)	
5u	8D6 Mind Control, "Blue", 1/2 END(+1/4)	
5u	2 1/2D6 RKA, "Red", 1/2 END(+1/4)	
4u	4 BODY Regen, "Violet" ==Skills=	
	4 Martial Block	
	4 Martial Dodge	
	4 M Strike	
	3 Martial Throw	
	3 Combat Driving 14-	
	5 Off Strike	
	3 Paramedic 11-	
	==Talents==	
	5 1D6 Luck	
	==Equipment==	
12	15/5 Armor, "Costume", OIF(-1/2), 11-Activation(-1)	
7	EC (10), "Wrist Bands", OIF(-1/2)	
13a)	2" Darkness, Sight Group	
10b)	10/10 Force Field, 1/2 END(+1/4)	
7c)	N-Ray Vision	
186 : Powers Total		
129 + Characteristic Total		
315 = 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			
Martial Block	1/2	+2	+2			
Martial Dodge	1/2	+0	+5			
M Strike	1/2	+0	+2	4 1/2D6		
Martial Throw	1/2	+0	+1	2 1/2D6 + v/5		
Off Strike	1/2	-2	+1	6 1/2D6		
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX:	23	SPD:	5	ECV:	4	
Phases	- - 3	- 5	- - 8	- 10	- 12	
PD/rPD	40/	25	ED/rED	40/	15	
END:	36	STUN:	28	BODY:	13	
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						
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Name: Daphne Oesterhaus						
Species: Human mutate						
Gender: Female						
Hair: Blonde						