

NAME: Starline
PLAYER:

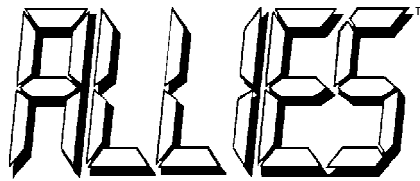
VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
23	Dexterity	x3	10	39
23	Constitution	x2	10	26
12	Body	x2	10	4
10	Intelligence	x1	10	0
11	Ego	x2	10	2
15	Presence	x1	10	5
12	Comeliness	x1/2	10	1
13	Physical Defex	x1	3	10
17	Energy Defens	x1	5	12
5	Speed	x10	3.3	17
10	Recovery	x2	8	4
46	Endurance	x1/2	46	0
32	Stun	x1	32	0
Characteristics Cost:				125

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	3"
EGO Roll: 11-	Teleportati	10"
PER Roll: 11-		

Experience: 76

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Adept", easily concealable, minor	5	
Distinctive, "Glows when near high powered mystical effects", easily concealable, minor	5	
Distinctive, "Black, Bingingman accent", concealable, minor	10	
Enraged, "Fighting black magicians", common, occur 11-, recover 14-	8	
Hunted, "Black covens", as powerful, non-combat influence, harsh, appear 8-	15	
Psych Lim, "Uncertain about own place in life", common, moderate	10	
Psych Lim, "Code vs. killing", common, total	20	
Secret ID, "Clementine Lemsfield"	15	

Disadvantages Total : 88
Experience Spent + 76
Total Points = 364



PTS	POWERS	END
15	150/0 End Reserve	
15	0/30 End Reserve, Only recovers at ley line nexus points and geomantic power(-1)	
9	15 Mental Defense, Proportional to END reserve(-1/2)	
75	MP (75)	
12m	6D6 Ego Attack, Visible(-1/4), 1/2 END (+1/4)	3
15m	8 1/2D6 EB, Explosion (+1/2), Personal Immunity(+1/4)	8
8m	20/20 Force Field	4
15m	50 STR TK	7
3u	15" Teleport	3
30	PKG, "Detect Subterranean Flows" (+0 Detect, make into sense)	
(5)	Discriminatory	
(0)	Range	
(20)	Targeting Sense	
21	10" Teleport, x8 Increased Mass, x16K Increased Range, 10 Fixed Locations, Must be to and from major ley-nexus sites(-1 1/2), Extra Time(-1), time: 1 turn, x5 Increased End Cost(-2)	10
5	AK: Prehistoric Sites 14-	
5	KS: Modern History 14-	
2	Lang: French, fluent conversation	
6	2 Levels: Multipower, tight group	
0	PS: Student 8-	
3	Stealth 14-	

239 : **Powers Total**
125 + **Characteristic Total**
364 = **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: 23 SPD: 5 ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 13/ 0 ED/rED 17/ 0
END: 46 STUN: 32 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
Kingdom of Champions (410)
p136
Name: Clementine Lemsfeld
Species: Human
Gender: Female
Team: The Nightwatch