

NAME: Ambrosia
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
18	Dexterity	x3	10	24
18	Constitution	x2	10	16
9	Body	x2	10	-2
13	Intelligence	x1	10	3
20	Ego	x2	10	20
20	Presence	x1	10	10
20	Comeliness	x1/2	10	5
5	Physical Defex	x1	2	3
9	Energy Defens	x1	4	5
5	Speed	x10	2.8	22
8	Recovery	x2	6	4
36	Endurance	x1/2	36	0
23	Stun	x1	23	0
Characteristics Cost:				110

STR Roll: 11-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	2"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	150+PTS
Dependence, "Human contact", common, per day, 3D6		0
Distinctive, "Pleasant and beautiful", concealable, minor		10
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Purifier & Genocide", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Nervous around Killing Attacks", common, moderate		10
Psych Lim, "Impulsive", common, moderate		10
Psych Lim, "Code vs. killing", common, total		20
Public ID, "Joselyn Elise Dukart"		10
Rep, "Thief turned Sentinel & actress", occur 11-		10
Vuln, "Chemical attacks", uncommon, x1 1/2 stun		5
Vuln, "Physical Killing Attacks", very common, x1 1/2 stun		15
Watched, "Canadian government", more powerful, non-combat influence, harsh, appear 8-		10
Disadvantages Total :		150
Experience Spent +		0
Total Points =		300

ALLIES™

PTS	POWERS	END
5	Discriminatory, Smell	
15	EC (15)	
15a)	2D6 Drain, "Ego", fade rate: per minute, 1/2	
	END(+1/4)	
15b)	10/10 Force Field, 0	
	END(+1/2)	
15c)	4D6 Telepathy, 0	END
	(+1/2)	
5	9 Mental Defense	
60	MP (75), Must not be cut off from target (-1/4)	
6u	3D6 Entangle, 0	END
	(+1/2), Based On ECV (+1), vs mental defense	
4u	10D6 Mental Illusions, Only pleasant and non-damaging illusions(-1/2), 0	END
	(+1/2)	
5u	PKG, 6D6 Mind Control, 0	END
	(+1/2), 4D6 Mind Control, Only vs. men (-1/2), 0	END(+1/2)
5	5 Power Defense	
	==Skills==	
3	Acting 13-	
3	Combat Driving 13-	
3	Conversation 13-	
2	Lang: English, fluent conversation	
0	Lang: French, native	
5	1 Levels: DCV, related group	
3	1 Levels: Multipower, tight group	
5	Persuasion 14-	
0	PS: Cosmotologist 8-	
3	SC: Biochemistry 12-, (INT based)	
3	SC: Cosmotology 12-, (INT based)	
5	Seduction 14-	
	==Talents==	
5	1D6 Luck	
Disadvantages Total :		190
Experience Spent +		110
Total Points =		300
Powers Total		190
+ Characteristic Total		110
= Total Cost		300

Base OCV: 6 Base DCV: 6
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
1 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: 18 SPD: 5 ECV: 7
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 15/ 10 ED/rED 19/ 10
END: 36 STUN: 23 BODY: 9

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
Champions of the North (419)
p50
Name: Joselyn Elise Dukart
Species: Human mutant
Gender: Female
Height 5 feet 5 inches
Weight: 53kg
Hair: Black
Eyes: Green
Team: Sentinels



Disadvantages Total : 150 **190 : Powers Total**
Experience Spent + 0 **110 + Characteristic Total**
Total Points = 300 **300 = Total Cost**