

NAME: Blazer				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
18	Strength	x1	10	8
11	Dexterity	x3	10	3
15	Constitution	x2	10	10
7	Body	x2	10	-6
14	Intelligence	x1	10	4
13	Ego	x2	10	6
16	Presence	x1	10	6
18	Comeliness	x1/2	10	4
6	Physical Defex	x1	4	2
5	Energy Defens	x1	3	2
3	Speed	x10	2.1	9
10	Recovery	x2	7	6
30	Endurance	x1/2	30	0
24	Stun	x1	24	0
Characteristics Cost:				54
STR Roll: 13-	Run			6"
DEX Roll: 11-	Swim			4"
INT Roll: 12-	Jump			4"
EGO Roll: 12-	Flight			9"
PER Roll: 12-				
Experience: 0				
DISADVANTAGES BASE: 100+PTS				
Accidental Chg, "RKA Damage	Shield turns on without control suit", uncommon, occur 14-		15	
Distinctive, "Detects as a mutant", easily concealable, minor			5	
Hunted, "Georwell government", more powerful, non-combat influence, harsh, appear 8-			20	
Normal Stats			20	
Psych Lim, "Talkative", common, moderate			10	
Psych Lim, "Code vs. killing", common, strong			15	
Psych Lim, "Protective of friends", common, strong			15	
Public ID, "Mitrain Stovich"			10	
Rep, "Dangerous mutant", occur 8-			5	
Susc, "Doesn't wear suit for 24 hours", uncommon, per segment, 3D6			30	
Disadvantages Total :				145
Experience Spent +				0
Total Points =				245

ALLIES™

PTS	POWERS	END
13	EC (Fire) (13)	
8a)	0/20 Armor, only vs. fire/heat (-1)	
21b)	9" Flight, x4 Non-Combat, 0 END (+1/2)	0
14c)	9/9 Force Field, 0 END (+1/2)	0
38d)	2 1/2D6 RKA, No Range (-1/2), No Knockback (-1/4), 0 END (+1/2), Damage Shield (+1/2)	0
54e)	3D6 RKA, "Fireball", 0 END (+1/2)	0
2	Life Support, safe in heat/cold, only vs. heat (-1/2)	
2	4" Swimming	1
	==Skills==	
3	Breakfall 11-	
3	KS: Earth movies 12-, (INT based)	
3	KS: Theology 12-, (INT based)	
4	Lang: English, native accent	
0	Lang: Georwell, native	
4	2 Levels: Fireball	
8	1 Levels, all combat	
2	PS: Cook 11-	
2	PS: Dancer 11-	
2	PS: Singer 11-	
2	TF, Small (Cars), Planes	
	==Equipment==	
6	3/3 Armor, "Protective suit", OIF (-1/2)	
191 : Powers Total		
54 + Characteristic Total		
245 = Total Cost		

Base OCV: 4		Base DCV: 4				
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:	11	SPD:	3	ECV:	4	
Phases	- - - 4	- - - 8	- - - 12			
PD/rPD	18/ 12	ED/rED	37/ 32			
END:	30	STUN:	24	BODY:	7	
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						
Justice Machine p17						
Name: Mitran Stovich						
Species: Human mutant						
Gender: Female						
Age: 24 (in 1985)						
Height: 5 feet 7 inches						
Weight: 136 pounds						
Team: Justice Machine						