

NAME: Chime
PLAYER:

VALUE	CHAR	COST	BASE	PTS
8/15	Strength	x1	10	-2
20	Dexterity	x3	10	30
18	Constitution	x2	10	16
10	Body	x2	10	0
23	Intelligence	x1	10	13
9	Ego	x2	10	-2
10/15	Presence	x1	10	0
12	Comeliness	x1/2	10	1
5	Physical Defexl	2		3
5	Energy Defensx1	4		1
4/5	Speed	x10	3.0	10
6	Recovery	x2	6	0
36	Endurance	x1/2	36	0
23	Stun	x1	23	0
Characteristics Cost:				70

STR Roll: 12-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 14-	Jump	3"
EGO Roll: 11-	Gliding	8"
PER Roll: 14-		

Experience: 84

DISADVANTAGES	BASE:	100+PTS
Berserk, "Taunted or humiliated", uncommon, occur 11-, recover 14-		10
Distinctive, "Teenager in power armor", concealable, minor		10
Hunted, "Minor crooks", less powerful, harsh, appear 8-		5
Physical Lim, "Small body size", infrequently, slightly		5
Psych Lim, "Determined to prove self", common, strong		15
Psych Lim, "Code of honor", common, strong		15
Rep, "Slightly crazy crime fighter", occur 8-		5
Secret ID, "Charmaine Tompion"		15
Susc, "2D6 Stun if sonic powers are jammed or Drained", uncommon, effect is instant, 2D6		10
Unluck, 2D6		10
Vuln, "Electricity", uncommon, x1 1/2 stun		5
Disadvantages Total : 105		
Experience Spent + 84		
Total Points = 289		

ALLIES™

PTS	POWERS	END
==Skills==		
3	Computer Programming 14-	
5	Electronics 12-	
3	Inventor 14-	
3	KS: Aikido 14-, (INT based)	
1	Lang: French	
4	Martial Escape	
3	Martial Grab	
4	M Strike	
3	Martial Throw	
1	Mechanics 8-	
2	SC: Acoustics 14-, (INT based)	
1	SC: Chemistry 11-	
2	SC: Cybernetics 14-, (INT based)	
2	SC: Electronics engineer 14-, (INT based)	
1	SC: Physics 11-	
3	Scientist	
==Equipment==		
33	MP (Sonics) (50), OIF (-1/2)	
3u	5D6 Drain, "Resonators - PD"	
3u	3D6 EB, x5 Autofire (+1/2), Penetrating (+1/2), 0 END(+1/2)	
3u	5D6 EB, NND(+1), Defense: Pressure support or sonic powers	
2u	5D6 EB, "Sonar homing mini-missiles", 7-8 Charges(-1/2), x1 Armor Piercing(+1/2), No Range Mod(+1/2)	
3u	10D6 EB	
3u	25" Flight	
2u	15/9 Force Field, 1/2 END(+1/4)	
1u	1D6+1 HKA	
127	PKG, "Suit", OIF(-1/2)	
(30)	17/13 Armor	
(13)	110/8 End Reserve	
(11)	+8 Enhanced PER, Radio	
(3)	5 Flash Defense, Hearing Group	
(5)	8" Gliding	
(9)	3D6 HA, x1 Armor Piercing(+1/2)	
(3)	IR Vision	
(11)	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation	
(5)	10 Mental Defense	
(5)	8 Power Defense	
(3)	+5 PRE	
(3)	Radio XMIT/REC	
(10)	Sonar	
(7)	+1.0 SPD	
219	: Powers Total	
70	+ Characteristic Total	
289	= Total Cost	

Base OCV: 7 Base DCV: 7
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 Escape	1/2	+0	+0	30 STR
Martial Grab	1/2	-1	-1	25 STR
M Strike	1/2	+0	+2	5D6
Martial Throw	1/2	+0	+1	3D6 + v/5

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

DEX: 20 SPD: 4/5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 22/ 17 ED/rED 18/ 13
END: 36 STUN: 23 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
Kingdom of Champions (410) p139
Name: Charmaine Tompion
Species: Human
0 Gender: Female
5 Height: 5 feet 2 inches
5 Weight: 42 kilograms
Hair: Brunette
1 Eyes: Hazel



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		(9) 15 STR, doesn't add to figured, x1 Armor Piercing(+1/2)		2			