

NAME: Flare
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
20	Dexterity	x3	10	30
15	Constitution	x2	10	10
15	Body	x2	10	10
20	Intelligence	x1	10	10
15	Ego	x2	10	10
15	Presence	x1	10	5
20	Comeliness	x1/2	10	5
19	Physical Defex	x1	4	15
18	Energy Defens	x1	3	15
5	Speed	x10	3.0	20
12	Recovery	x2	7	10
60	Endurance	x1/2	30	15
38	Stun	x1	33	5
Characteristics Cost:				170

STR Roll: 13-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	4"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Hunted, "Small D.C. area hero group", as powerful, harsh, appear 8-		10
Hunted, "New York hero group", more powerful, harsh, appear 8-		15
Psych Lim, "Overconfident", common, strong		15
Public ID		10
Vuln, "Darkness attacks", uncommon, x2 stun		10
Vuln, "Cold attacks", uncommon, x2 stun		10

Disadvantages Total : 70
Experience Spent + 0
Total Points = 270

ENEMIES

PTS	POWERS	END
60	MP (60)	
5u	8D6 EB, 1/2 END(+1/4)	2
12m	12D6 EB	6
3u	6D6 Flash, 5-6 Charges (-3/4)	0
10m	25" Flight	5
2u	10/10 Force Field	2
3u	10/10 Force Field, 0 END(+1/2)	0
2u	Invisibility, Sight	2
3u	15" Teleport	3

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

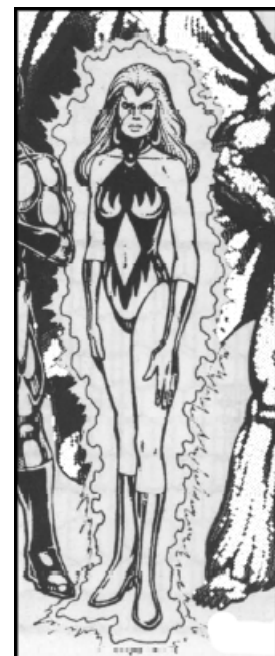
Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

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

DEX: 20 **SPD:** 5 **ECV:** 5
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 19/ 0 **ED/rED** 18/ 0
END: 60 **STUN:** 38 **BODY:** 15

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
Space Gamer #51 p22
Name: Angelique Martin
Gender: Female
Species: Human mutate



100 : **Powers Total**
170 + **Characteristic Total**
270 = **Total Cost**