

NAME: Foresight
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
21	Dexterity	x3	10	33
18	Constitution	x2	10	16
11	Body	x2	10	2
13	Intelligence	x1	10	3
23	Ego	x2	10	26
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
5	Physical Defex	x1	3	2
7	Energy Defens	x1	4	3
5	Speed	x10	3.1	19
12	Recovery	x2	7	10
36	Endurance	x1/2	36	0
27	Stun	x1	27	0
Characteristics Cost:				125

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

Experience: 16

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Albino", concealable, minor		10
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "PSI", more powerful, harsh, appear	8-	15
Hunted, "Genocide", more powerful, harsh, appear	8-	15
Physical Lim, "Albinism", infrequently, slightly		5
Psych Lim, "Soft hearted", very common, strong		20
Psych Lim, "Patriotic", common, strong		15
Psych Lim, "Dislikes superstition", common, strong		15
Public ID, "Lisa Vang"		10
Rep, "Cute heroine", occur	11-	10
Watched, "US government", more powerful, non-combat influence, harsh, appear	14-	15

Disadvantages Total : 140
Experience Spent + 16
Total Points = 356

EXECUTIVE SANCTION

PTS	POWERS	END
27	EC (27), "Heightened Mental Perceptions"	
22a)	Clairsentience, Sight, Mental Group, see future, x2 Increased Range, Uses time chart as Range Mod(-1/4)	
48b)	12D6 Telepathy, 1/2 END(+1/4)	
10	15 Mental Defense ==Skills==	
3	Breakfall 13-	
3	Combat Driving 13-	
3	Criminology 12-	
8	Damage Class +2DC	
3	KS: American History 12-	
3	KS: American Geography 12-	
6	Lang: English, imitate dialects, literacy	
4	Martial Dodge, "Dodge"	
4	Martial Escape, "Escape"	
3	Martial Throw, "Throw"	
3	Sacr Throw, "Take-down"	
3	Shadowing 11-	
1	WF, Quarterstaff ==Perks==	
3	Federal Police Powers ==Talents==	
17	12- Danger Sense, able to sense ==Equipment==	
22	5D6 EB, "Stunner Pistol", OAF(-1), 9-12 Charges(-1/4), NND(+1), Defense: Force Wall or LS: Radiation	
12	4D6 HA, "Collapsible Staff", IAF(-1/2), 0 END(+1/2)	
2	1 Levels: w/HA	
6	1" Stretching, "w/HA", No non-combat stretch (-1/4), 0 END(+1/2)	
15	10/10 Armor, "Costume", OIF(-1/2), 14-Activation(-1/2)	

231 : **Powers Total**
125 + **Characteristic Total**
356 = **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	
5 Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	38 STR
3 Martial Throw	1/2	+0	+1	4 1/2D6 + v/5
Sacr Throw	1/2	+2	+1	4 1/2D6

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

DEX: 21 SPD: 5 ECV: 8
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 15/ 10 ED/rED 17/ 10
END: 36 STUN: 27 BODY: 11

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
Allies (427) p13
Name: Vang Lai/Lisa Vang
Species: Human mutant
Gender: Female
Height: 5 feet 2 inches
Hair: White
Eyes: Pink
Team: Executive Sanction

