

NAME: Gaussian
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
23	Dexterity	x3	10	39
28	Constitution	x2	10	36
18	Body	x2	10	16
10	Intelligence	x1	10	0
10	Ego	x2	10	0
15	Presence	x1	10	5
12	Comeliness	x1/2	10	1
29	Physical Defex	x1	4	25
31	Energy Defens	x1	6	25
6	Speed	x10	3.3	27
10	Recovery	x2	10	0
36	Endurance	x1/2	56	-10
42	Stun	x1	42	0
Characteristics Cost:				174

STR Roll: 13-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	4"
EGO Roll: 11-	Flight	20"
PER Roll: 11-		

Experience: 42

DISADVANTAGES	BASE:	200+PTS
Berserk, "Hit by electricity", uncommon, occur 14-, recover 11-		20
Berserk, "Reminded of home", uncommon, occur 11-, recover 8-		20
Distinctive, "Detects as a mutant", easily concealable, minor		5
Hunted, "Great Crane", more powerful, harsh, appear 8-		15
Hunted, "Genocide", more powerful, harsh, appear 8-		15
Psych Lim, "Backs down from bluffs and ultimatums", uncommon, moderate		5
Psych Lim, "Immature and selfish", common, moderate		10
Psych Lim, "Dislikes killing", common, strong		15
Vuln, "Electricity", common, x1 1/2 stun		10
Vuln, "Electricity", common, x1 1/2 body		10

Disadvantages Total : 125
Experience Spent + 42
Total Points = 367

ENEMIES

PTS	POWERS	END
22	EC (Magnetism) (22)	
32a)	3 1/2D6 Absorption, "All energy attacks to END reserve", vs SFX (all powers)	
23b)	4D6 EB, NND(+1), Defense: Metal armor or clothes, 1/2 END (+1/4)	
6c)	10D6 EB, x8 Increased End Cost(-3 1/2)	
28d)	20" Flight, 1/2 END (+1/4)	
40e)	25/25 Force Field, 1/2 END(+1/4)	
17	164/1 End Reserve (Magnetism)	
10	HR Radio (Magnetism) ==Skills==	
15	5 Levels: Elemental Control, tight group	

Base OCV: 8 Base DCV: 8
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: 23	SPD: 6	ECV: 3
Phases - 2 - 4 - 6 - 8 - 10 - 12		
PD/rPD 54/ 25	ED/rED 56/ 25	
END: 36	STUN: 42	BODY: 18

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
Enemies III (16) p28
Name: Maia di Sena
Species: Human mutant (magnetism)
Gender: Female



193 : **Powers Total**
174 + **Characteristic Total**
367 = **Total Cost**