

NAME: Howler
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|------------|
| 13 | Strength | x1 | 10 | 3 |
| 26 | Dexterity | x3 | 10 | 48 |
| 23 | Constitution | x2 | 10 | 26 |
| 10 | Body | x2 | 10 | 0 |
| 13 | Intelligence | x1 | 10 | 3 |
| 13 | Ego | x2 | 10 | 6 |
| 18 | Presence | x1 | 10 | 8 |
| 18 | Comeliness | x1/2 | 10 | 4 |
| 7 | Physical Defex | x1 | 3 | 4 |
| 7 | Energy Defens | x1 | 5 | 2 |
| 5 | Speed | x10 | 3.6 | 14 |
| 10 | Recovery | x2 | 8 | 4 |
| 46 | Endurance | x1/2 | 46 | 0 |
| 29 | Stun | x1 | 29 | 0 |
| Characteristics Cost: | | | | 122 |

| | | |
|----------------------|--------|-----|
| STR Roll: 12- | Run | 6" |
| DEX Roll: 14- | Swim | 2" |
| INT Roll: 12- | Jump | 3" |
| EGO Roll: 12- | Flight | 25" |
| PER Roll: 12- | | |

Experience: 0

| DISADVANTAGES | BASE: | 100+PTS |
|-----------------------------|-------|---------|
| Dependence, "On amulet", | | 10 |
| very common, per turn, 1D6 | | |
| DNPC, normal, appear 11- | | 15 |
| Distinctive, "Sultry | | 10 |
| voice", concealable, minor | | |
| Hunted, "Aliens", more | | 20 |
| powerful, harsh, appear 11- | | |
| Hunted, "Israeli | | 20 |
| superheroes", more | | |
| powerful, non-combat | | |
| influence, limited area, | | |
| harsh, appear 11- | | |
| Psych Lim, "Code vs. | | 20 |
| killling", common, total | | |
| Psych Lim, "Fear amulet | | 15 |
| will be stolen", common, | | |
| strong | | |
| Psych Lim, "Superstitious", | | 15 |
| common, strong | | |
| Rep, "Supervillainess", | | 15 |
| occur 14- | | |
| Rivalry, "Pierre Renau | | 10 |
| (french archeologist)", | | |
| professional, in superior | | |
| position | | |

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

CRUSHER GANG

| PTS | POWERS | END |
|------|--|-----|
| 17 | EC (25), OIF(-1/2) | |
| 10a) | 4D6 Absorption, vs SFX (all powers), Only vs. sound attacks(-2) | |
| 10b) | 75% Damage Reduction (ED), resistant, Only vs. sound attacks(-2) | |
| 17c) | 10D6 EB | 5 |
| 22d) | 3D6 Flash, Hearing Group, No Range(-1/2), x2 Increased End Cost (-1/2), Area Effect (+1), cone | 16 |
| 17e) | 25" Flight | 5 |
| 17f) | 20/20 Force Field, x1 Hardened(+1/4) | 5 |
| 6 | +3 Enhanced PER, Hearing | |
| 3 | Ultra Hearing | |
| | ==Skills== | |
| 2 | AK: Middle East 11- | |
| 3 | KS: Archeology 12- | |
| 4 | 2 Levels: Energy Blast | |
| 0 | PS: Archeologist 8- | |

128 : **Powers Total**
122 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 9 Base DCV: 9
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: | 26 | SPD: | 5 | ECV: | 4 |
| Phases | - - 3 - 5 - - 8 - 10 - 12 | | | | |
| PD/rPD | 27/ 20 | ED/rED | 27/ 20 | | |
| END: | 46 | STUN: | 29 | 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
Champions p132
Name: Ruth Legy
Species: Human
Gender: Female

