

NAME: Ladybug				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10/70	Strength	x1	10	0
10/26	Dexterity	x3	10	0
10/40	Constitution	x2	10	0
10/20	Body	x2	10	0
23	Intelligence	x1	10	13
10	Ego	x2	10	0
25	Presence	x1	10	15
14	Comeliness	x1/2	10	2
2/28	Physical Defex	1	2	0
2/25	Energy Defens	x1	2	0
2/6	Speed	x10	2.0	0
4/22	Recovery	x2	4	0
20/80	Endurance	x1/2	20	0
20/75	Stun	x1	20	0
Characteristics Cost:				30

STR Roll: 23-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 14-	Jump	14"
EGO Roll: 11-	Flight	30"
PER Roll: 14-		

Experience: 58

DISADVANTAGES	BASE: 200+PTS
Hunted,"RCMP",as powerful,harsh,appear 11-	15
Hunted,"Canadian superhero",as powerful,harsh,appear 11-	15
Hunted,"Canadian super group",more powerful,harsh,appear 11-	20
Psych Lim,"Likes 1-on-1 fights",very common,moderate	15
Psych Lim,"Hunts Canadian hero",common,strong	15
Psych Lim,"Does this for the fun of it",very common,moderate	15
Rep,"Villainess",occur 11-	10
Secret ID,"Sandra Anderson"	15
Susc,"High intensity magnetics",uncommon, effect is instant,2D6	10
Vuln,"Mental attacks",common,x2 effect	20

Disadvantages Total : 150
Experience Spent + 58
Total Points = 408

ENEMIES

PTS	POWERS	END
==Skills==		
4	Lang: French,native accent	
3	1 Levels: Punch, Haymaker, Grab,tight group	
0	PS: Student 8-	
3	SC: Electrical Engineering 13-	
3	SC: Magnetics 13-	
3	SC: Metallurgy 13-	
3	SC: Physics 13-	
3	Scientist	
==Equipment==		
356	PKG,"Suit",OIF(-1/2)	9
(10)	+10 BODY,doesn't add to figured	
(30)	+30 CON,doesn't add to figured	
(18)	28/25 Damage Resistance	
(24)	+16 DEX,doesn't add to figured	
(15)	+23 ED	
(20)	+60 END	
(5)	8 Flash Defense,Sight Group	
(5)	8 Flash Defense,Hearing Group	
(50)	30" Flight,1/2 END (+1/4)	3
(20)	Life Support,doesn't breathe,doesn't eat/sleep/excrete,safe in vacuum/pressure,safe in radiation,safe in heat/cold,immune to disease,immune to aging	
(5)	9 Mental Defense	
(17)	+26 PD	
(3)	Radio XMIT/REC	
(24)	+18 REC	
(27)	+4.0 SPD	
(30)	+60 STR,doesn't add to figured	6
(11)	1/2 END on 70 STR	
(37)	+55 STUN	
(2)	Ultra Hearing	
(3)	UV Vision	

378 : **Powers Total**
 30 + **Characteristic Total**
 408 = **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: 2/6 ECV: 3
 Phases - 2 - 4 - 6 - 8 - 10 - 12
 PD/rPD 28/ 28 ED/rED 25/ 25
 END: 80 STUN: 75 BODY: 20

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
 Classic Enemies (403) p74
 Name: Sandra Anderson
 Species: Human
 Gender: Female
 Height 5 feet 7 inches
 Weight: 130 pounds
 Hair: Brown
 Eyes: Green

