

**NAME:** Luminar  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
4/21	Strength	x1	10	-6
18	Dexterity	x3	10	24
20	Constitution	x2	10	20
19/20	Body	x2	10	18
14	Intelligence	x1	10	4
10	Ego	x2	10	0
10	Presence	x1	10	0
12	Comeliness	x1/2	10	1
6/8	Physical Defexl	3	5	5
9	Energy Defensx1	4	5	5
4	Speed	x10	2.8	12
6/8	Recovery	x2	7	2
40	Endurance	x1/2	40	0
31/38	Stun	x1	37	0
<b>Characteristics Cost:</b>				<b>85</b>

<b>STR Roll:</b> 13-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	4"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 12-		

**Experience:** 50

DISADVANTAGES	BASE:	100+PTS
Physical Lim, "Large build", infrequently, slightly		5
Physical Lim, "Requires sunlight daily", infrequently, greatly		10
Psych Lim, "Compulsive gambler", uncommon, strong		10
Psych Lim, "Bad temper", common, moderate		10
Psych Lim, "Cannot harm innocents", common, strong		15
Psych Lim, "Code of honor", common, strong		15
Psych Lim, "Sense of duty to friends", common, moderate		10
Unluck, 2D6		10
Vuln, "Light attacks", common, x1 1/2 stun		10
Vuln, "Light attacks", common, x1 1/2 body		10
Watched, "Supertemps", more powerful, non-combat influence, harsh, appear 14-		15

**Disadvantages Total :** 120  
**Experience Spent +** 50  
**Total Points =** 270

# ALLIES™

PTS	POWERS	END
6	3/3 Armor, Only in sunlight (-1/2)	
6	+3 Enhanced PER, Sight	
7	1 LVLS Growth (stats already included), Always On (-1/2), 0 END Persistent (+1)	
70	MP (70)	
5u	125" Change Environment, 1/2 END (+1/4)	
6u	5" Darkness, Sight, 1/2 END (+1/4)	
5u	8D6 EB, 1/2 END (+1/4)	
7u	7D6 Flash, Sight	
8	+12 STR, Only in sunlight (-1/2) ==Perks==	
2	11- Contact: Supertemps	
10	Money, wealthy ==Skills==	
3	Acting 11-	
5	Gambling 12-	
3	PS: Surfer 13-, (DEX based)	
11	Seduction 15-	
5	Shadowing 12-	
5	Stealth 14-	
5	Survival 12-	
1	TF, Small (Cars)	
2	WF, Bows, Pistols ==Talents==	
3	Bump Of Direction	
5	Defense Maneuver	
5	5 Resistance	

185 : **Powers Total**  
85 + **Characteristic Total**  
270 = **Total Cost**

Base OCV: 6      Base DCV: 6  
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	

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

2 DEX: 18      SPD: 4      ECV: 3  
Phases - - 3 - - 6 - - 9 - - 12  
3 PD/rPD 11/ 3 ED/rED 12/ 3  
7 END: 40      STUN: 38      BODY: 20  
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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**  
Supertemps p40  
Name: William Raintree  
Species: Human  
Gender: Male  
Height: 8 feet 2 inches  
Weight: 320 pounds  
Hair: Black  
Eyes: Brown  
Team: Supertemps

