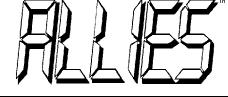
NAME:	Metalla	(CO	p41)		
PLAYER:					

	PLAYER:				
	VALUE CHAR COST BASE 45/60 Strength x1 10 20 Dexterity x3 10 23 Constitution x2 10 15 Body x2 10 13 Intelligence x1 10 10 Ego x2 10 13 Presence x1 10 16 Comeliness x1/2 10 9/12 Physical Defex1 9 5/8 Energy Defensx1 5 4 Speed x10 3.0 14 Recovery x2 14 46 Endurance x1/2 46 50 Stun x1 50 Characteristics Cost:	0 0 0			
	STR Roll: 21- Run DEX Roll: 13- Jump INT Roll: 12- EGO Roll: 11- PER Roll: 12-	7" 12"			
	Experience: 0				
	DISADVANTAGES BASE: 132+PTS Distinctive, "Metallic 20 woman", not concealable,				
	<pre>major Hunted,"Enemies of 20 Sanctuary",more powerful, non-combat influence,</pre>				
	harsh,appear 8- Physical Lim,"Poor 10 manipulation of small objects",frequently,				
	slightly Physical Lim, "Can't swim", 10				
	<pre>infrequently,greatly Psych Lim,"Fear of 10 drowning",common,moderate Psych Lim,"Feels tied to 10 Sanctuary",common, moderate</pre>				
	Psych Lim, "Watches out for Pooka", common, moderate	10			
	Psych Lim, "Code vs. killing", common, total	20			
	Public ID, "Marjorie" Vuln, "Magnetics", uncommon, x2 stun	10 10			



PTS	B POWERS	ENI
53	20/15 Armor	
20	3 LVLS Density	
	Increase (stats	
	already included),	
	Always $On(-1/2), 0$ END	
	Persistent(+1)	C
12	1D6 Flash, Sight, Always	5

- 1D6 Flash,Sight,Always On(-1/2),Only in bright light(-1/2), Damage Shield(+1/2),0 12 ,Always END Persistent(+1)
- 20 Life Support, doesn't eat/sleep/excrete,safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to
- aging 25 7 OCV Missile Deflection, deflect all attacks, Only vs. energy(-1),Continuous (+1), Uncontrolled (+1/2) 2 7" Running -2 0" Swimming
- 2 AK: Neutral Ground 11-3 Bureaucratics 12-
- 2 KS: Politics 11-4 PS: Secretary 13-,(INT based)
- 1 PS: Journalist 8-

	Base OCV: 7 Base DCV: 7 Adjustment + Adjustment + Final OCV = Final DCV =						
	Maneu Block	ver	Phase 1/2	OCV +0	+0 st	Effect ops attac	
1	Brace		0	+2		2 vs RM	
1D	Disarm		1/2	-2		FR vs S	
	Dodge		1/2	+0		1 attacks	
	Grab		1/2	-1	0	ab, do S	
	Haymal Move B		1/2 1/2	+0 -2		1 1/2 ST ΓR/2 + γ	
	Move B		1/2	-2 -v/5	- ~	$\Gamma R/2 + V$ $\Gamma R + V/3$	
0	Set	mougn	1/2	+1	+0	$I \mathbf{K} + \mathbf{v}_{2}$,
Ŭ .	Set		1	11	10		
	Rang RMoo		<8 -2	<16 -4	<32 -6	<64 -8	<128 -10
0	DEX	: 20	SF	PD:	4	ECV	: 3
	Phas	ses - 3 6 9		9 -	- 12		
					/ 15		
	PD/rPD 32/ 20 ED/rED 23/ 15				-		
	END	: 46	STU	N:	50 E	BODY	15
	3D6	Loc S	tunX	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	
1	9 10-11	Shoulders Chest	x3	x1 x1	x1 x1	-5 -3	
0	10-11	Chest Stomach	x3 x4	x1 x1 1/2	x1 x1	-3 -7	
U	12	Vitals	x4 x4	$x_{1 1/2}$ $x_{1 1/2}$	x1 x2	- /	
	13	Thighs	x4 x2	x1 1/2 x1	x2 x1	-0 -4	
	15-16	0	x2	x1/2	x1/2	-4 -6	
	17-18	Feet	x1	x1/2 x1/2	x1/2 x1/2	-8	
						~	
					-		

NOTES



Disadvantages Total :	130	142 : Powers Total
Experience Spent +	0	120 + Characteristic Total
Total Points =	262	262 = Total Cost