

NAME: Mother Medusa
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
17	Dexterity	x3	10	21
18	Constitution	x2	10	16
10	Body	x2	10	0
13	Intelligence	x1	10	3
23	Ego	x2	10	26
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
9	Physical Defex	x1	2	7
8	Energy Defens	x1	4	4
5	Speed	x10	2.7	23
10	Recovery	x2	6	8
66	Endurance	x1/2	36	15
25	Stun	x1	24	1
Characteristics Cost:				127

STR Roll: 11-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	2"
EGO Roll: 14-	Teleportati	28"
PER Roll: 12-		

Experience: 75

DISADVANTAGES	BASE:	100+PTS
Distinctive,"Scars on wrists",easily concealable,minor		5
Hunted,"FBI",less powerful,non-combat influence,harsh,appear		8-
Hunted,"VIPER",as powerful,harsh,appear		11-
Hunted,"Genocide",more powerful,harsh,appear		11-
Psych Lim,"Committed to Psymon",common,moderate		10
Psych Lim,"Greedy",common, strong		15
Psych Lim,"Loves Counselor Darke",common,moderate		10
Vuln,"Blunt objects", common,x2 stun		20

Disadvantages Total : 105
Experience Spent + 75
Total Points = 280

Ψ PSI

PTS POWERS END

- 3 +0 Detect,"Emotions"
- 5 Discriminatory, Detect
- 10 15 Mental Defense
- 50 12D6 Mind Control, telepathic contact, One command - become motionless(-1/2)
- 7 ==Skills==
- 3 High Society 12-
- 1 KS: Underworld Operations 8- ==Equipment==
- 39 6D6 Drain,"Psiphon Grenade",fade rate: per hour,OAF(-1),1 Charges(-2),Not vs. Life Support to breathing(-1/4),Area Effect(+1),radius
- 4 5 Flash Defense, "Polarized Contacts", Sight Group,IIF(-1/4)
- 38 28" Teleport,"Panic Ring",x32 Increased Range,1 Floating Locations,Only to floating location(-1), IIF(-1/4)

153 : **Powers Total**
127 + **Characteristic Total**
280 = **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	

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

DEX: 17 SPD: 5 ECV: 8
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 9/ 0 ED/rED 8/ 0
END: 66 STUN: 25 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
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Name: Madeline Poe
Species: Human mutate
Gender: Female
Hair: Brown
Eyes: Hazel
Team: PSI