

NAME: Quantum 3				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
45	Strength	x1	10	35
33	Dexterity	x3	10	69
43	Constitution	x2	10	66
20	Body	x2	10	20
25	Intelligence	x1	10	15
20	Ego	x2	10	20
30	Presence	x1	10	20
24	Comeliness	x1/2	10	7
20	Physical Defex	x1	9	11
20	Energy Defens	x1	9	11
8	Speed	x10	4.3	37
20	Recovery	x2	18	4
150	Endurance	x1/2	86	32
150	Stun	x1	65	85
Characteristics Cost:				432

STR Roll: 18-	Run	6"
DEX Roll: 16-	Swim	2"
INT Roll: 14-	Jump	9"
EGO Roll: 13-	Flight	27"
PER Roll: 14-		

Experience: 585

DISADVANTAGES	BASE: 200+ PTS
DNPC, "Doris Jones, roommate, programmer and detective", normal, useful skills, appear 11-	10
DNPC, "Sam Lui, lover and reporter", normal, useful skills, appear 14-	15
Hunted, "Doctor Destroyer", more powerful, non-combat influence, harsh, appear 11-	25
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear 11-	25
Psych Lim, "Easily angered", very common, strong	20
Psych Lim, "Guilty", very common, strong	20
Secret ID, "Wendy Lee"	15
Susc, "Cut off from light", uncommon, effect is instant, 3D6	15
Unluck, 3D6	15
Vuln, "Darkness", uncommon, x2 stun	10
Vuln, "Darkness", uncommon, x2 body	10
Disadvantages Total : 180	
Experience Spent + 585	
Total Points = 965	

ALLIES™

PTS	POWERS	END
25	EC (25)	
56a)	27" Flight, 0 END(+1/2)	0
25b)	20/20 Force Field, 1/2 END(+1/4)	2
6	+3 Enhanced PER, Sight	
10	10 Flash Defense, Sight Group	
10	Instant Change, any clothes	
5	IR Vision	
10	10 Lack Of Weakness	
16	20 Mental Defense	
210	MP (210), "Photonic Ultra"	
4u	Desolid	4
21u	12D6 Drain, "END", Ranged(+1/2), 1/2 END (+1/4)	10
11u	18D6 EB, 1/2 END(+1/4)	5
11u	9D6 Entangle, 1/2 END (+1/4)	5
20u	9D6 Flash, Area Effect (+1), radius, 1/2 END (+1/4)	10
11u	18/18 Force Wall, 1/2 END(+1/4)	5
4u	Invisibility, Radar, N-Ray, Sight Group, no fringe	4
11u	6D6 RKA, 1/2 END(+1/4)	5
13u	90 STR TK	13
20	20 Power Defense	
5	UV Vision	
	==Skills==	
9	3 Levels: Multipower, tight group	
20	2 Levels, all skills	
533	: Powers Total	
432	+ Characteristic Total	
965	= Total Cost	

Base OCV:11 Base DCV:11
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: 33 SPD: 8 ECV: 7
Phases - 2 3 - 5 6 - 8 9 - 11 12
PD/rPD 40/ 20 ED/rED 40/ 20
END: 150 STUN: 150 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
Dragon Magazine #111 p90
Name: Wendy Lee
Species: Human mutate
Gender: Female
Height: 5 feet 9 inches
Weight: 130 pounds
Hair: Black
Eyes: Green

