

NAME: Sliver
PLAYER:

| VALUE | CHAR | COST | BASE | PTS |
|------------------------------|----------------|------|------|------------|
| 10 | Strength | x1 | 10 | 0 |
| 30 | Dexterity | x3 | 10 | 60 |
| 23 | Constitution | x2 | 10 | 26 |
| 10 | Body | x2 | 10 | 0 |
| 18 | Intelligence | x1 | 10 | 8 |
| 18 | Ego | x2 | 10 | 16 |
| 20 | Presence | x1 | 10 | 10 |
| 20 | Comeliness | x1/2 | 10 | 5 |
| 12 | Physical Defex | x1 | 2 | 10 |
| 13 | Energy Defens | x1 | 5 | 8 |
| 6 | Speed | x10 | 4.0 | 20 |
| 10 | Recovery | x2 | 7 | 6 |
| 46 | Endurance | x1/2 | 46 | 0 |
| 28 | Stun | x1 | 27 | 1 |
| Characteristics Cost: | | | | 170 |

| | | |
|----------------------|------|----|
| STR Roll: 11- | Run | 6" |
| DEX Roll: 15- | Swim | 2" |
| INT Roll: 13- | Jump | 2" |
| EGO Roll: 13- | | |
| PER Roll: 13- | | |

Experience: 80

| DISADVANTAGES | BASE: | 200+PTS |
|---|-------|---------|
| Distinctive,concealable, minor | | 10 |
| Hunted,"CIA",as powerful, harsh,appear 8- | | 10 |
| Hunted,"KGB",as powerful, harsh,appear 8- | | 10 |
| Psych Lim,"Likes to kill", common,strong | | 15 |
| Secret ID | | 15 |
| Vuln,"Killing attacks", very common,x2 stun | | 30 |

LIGHTNING STRIKE

| PTS | POWERS | END |
|---------------|---|-----|
| 2 | Life Support,immune to aging,Slow aging(-1/2) | |
| ==Skills== | | |
| 3 | Breakfall 15- | |
| 5 | Def Strike | |
| 4 | Killing Strike | |
| 1 | KS: Aikido 8- | |
| 2 | KS: Karate 11- | |
| 4 | Martial Block | |
| 4 | Martial Disarm | |
| 4 | Martial Dodge | |
| 4 | Martial Escape | |
| 3 | Martial Grab | |
| 4 | M Strike | |
| 3 | Martial Throw | |
| 5 | Off Strike | |
| 2 | WF,Common Melee | |
| ==Talents== | | |
| 40 | 21- Danger Sense,any attack | |
| ==Equipment== | | |
| 34 | 15/12 Armor,OIF(-1/2), x1 Hardened(+1/4) | |
| 60 | MP (90),"Wrist Bracers",OIF(-1/2) | |
| 4u | 2 1/2D6 RKA,0 END (+1/2) | 0 |
| 4u | 2 1/2D6 RKA,Explosion (+1/2) | 6 |
| 4u | 2 1/2D6 RKA,Invisible (+1/2),Sight Group | 6 |
| 4u | 4D6 RKA | 6 |

Base OCV:10 Base DCV:10
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 | |
| Def Strike | 1/2 | +1 | +3 | 2D6 |
| Killing Strike | 1/2 | -2 | +0 | 1D6+1 |
| Martial Block | 1/2 | +2 | +2 | |
| Martial Disarm | 1/2 | -1 | +1 | 20 STR |
| Martial Dodge | 1/2 | +0 | +5 | |
| Martial Escape | 1/2 | +0 | +0 | 25 STR |
| Martial Grab | 1/2 | -1 | -1 | 20 STR |
| M Strike | 1/2 | +0 | +2 | 4D6 |
| Martial Throw | 1/2 | +0 | +1 | 2D6 + v/5 |
| Off Strike | 1/2 | -2 | +1 | 6D6 |

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

DEX: 30 SPD: 6 ECV: 6
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 27/ 15 ED/rED 25/ 12
END: 46 STUN: 28 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
Strike Force p61
Name: Catherine Albrecht
Gender: Female
Species: Human mutate
Team: Lightning Strike



Disadvantages Total : 90
Experience Spent + 80
Total Points = 370

200 : **Powers Total**
170 + **Characteristic Total**
370 = **Total Cost**