

**NAME:** Spectra  
**PLAYER:**

| VALUE                        | CHAR           | COST | BASE | PTS        |
|------------------------------|----------------|------|------|------------|
| 13                           | Strength       | x1   | 10   | 3          |
| 23                           | Dexterity      | x3   | 10   | 39         |
| 15                           | Constitution   | x2   | 10   | 10         |
| 13                           | Body           | x2   | 10   | 6          |
| 11                           | Intelligence   | x1   | 10   | 1          |
| 13                           | Ego            | x2   | 10   | 6          |
| 13                           | Presence       | x1   | 10   | 3          |
| 16                           | Comeliness     | x1/2 | 10   | 3          |
| 15                           | Physical Defex | x1   | 3    | 12         |
| 25                           | Energy Defens  | x1   | 3    | 22         |
| 5                            | Speed          | x10  | 3.3  | 17         |
| 8                            | Recovery       | x2   | 6    | 4          |
| 36                           | Endurance      | x1/2 | 30   | 3          |
| 28                           | Stun           | x1   | 28   | 0          |
| <b>Characteristics Cost:</b> |                |      |      | <b>129</b> |

|                      |      |    |
|----------------------|------|----|
| <b>STR Roll:</b> 12- | Run  | 6" |
| <b>DEX Roll:</b> 14- | Swim | 2" |
| <b>INT Roll:</b> 11- | Jump | 3" |
| <b>EGO Roll:</b> 12- |      |    |
| <b>PER Roll:</b> 11- |      |    |

**Experience:** 80

| DISADVANTAGES               | BASE: | 100+PTS |
|-----------------------------|-------|---------|
| Berserk, "Stymied", common, |       | 25      |
| occur 11-, recover 8-       |       |         |
| DNPC, "Sister", normal,     |       | 15      |
| appear 11-                  |       |         |
| Psych Lim, "Quick           |       | 5       |
| tempered", uncommon,        |       |         |
| moderate                    |       |         |
| Psych Lim, "Likes money",   |       | 5       |
| uncommon, moderate          |       |         |
| Psych Lim, "Doesn't like    |       | 15      |
| physical combat", common,   |       |         |
| strong                      |       |         |
| Psych Lim, "In love with    |       | 20      |
| Jabberrock", common, total  |       |         |
| Public ID, "Daphne          |       | 10      |
| Oesterhaus"                 |       |         |
| Susc, "1D6 Stun 1d6 Body    |       | 20      |
| when Berserk", common, per  |       |         |
| turn, 2D6                   |       |         |
| Susc, "3D6 Stun vs.         |       | 15      |
| ultrasonics", uncommon,     |       |         |
| effect is instant, 3D6      |       |         |
| Unluck, 1D6                 |       | 5       |

**Disadvantages Total :** 135  
**Experience Spent +** 80  
**Total Points =** 315

# ENEMIES

| PTS  | POWERS   | END |
|------|--|-----|
| 22   | 3D6 EB, No Range(-1/2), only when berserk, must use when berserk (-1/2), NND(+1), Defense: Life Support vs. breathing, Explosion(+1/2), 0 END (+1/2) |     |
| 50   | MP (Light) (50)  |     |
| 5u   | Desolid, "Indigo", 1/2 END(+1/4)   |     |
| 5u   | 4D6 Ego Attack, "Green", 1/2 END(+1/4)   |     |
| 5u   | 8D6 EB, "Orange", 1/2 END(+1/4)  |     |
| 5u   | 4D6 Flash, "Yellow", Sight, 1/2 END(+1/4)  |     |
| 5u   | 8D6 Mind Control, "Blue", 1/2 END(+1/4)  |     |
| 5u   | 2 1/2D6 RKA, "Red", 1/2 END(+1/4)  |     |
| 4u   | 4 BODY Regen, "Violet" ==Skills=   |     |
| 4    | Martial Block  |     |
| 4    | Martial Dodge  |     |
| 4    | M Strike   |     |
| 3    | Martial Throw  |     |
| 3    | Combat Driving 14-   |     |
| 5    | Off Strike   |     |
| 3    | Paramedic 11- ==Talents==  |     |
| 5    | 1D6 Luck   |     |
|      | ==Equipment==  |     |
| 12   | 15/5 Armor, "Costume", OIF(-1/2), 11- Activation(-1)   |     |
| 7    | EC (10), "Wrist Bands", OIF(-1/2)  |     |
| 13a) | 2" Darkness, Sight Group   |     |
| 10b) | 10/10 Force Field, 1/2 END(+1/4)   |     |
| 7c)  | N-Ray Vision   |     |

186 : **Powers Total**  
129 + **Characteristic Total**  
315 = **Total Cost**

Base OCV: 8      Base DCV: 8  
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  |               |
| Martial Block | 1/2   | +2   | +2  |               |
| Martial Dodge | 1/2   | +0   | +5  |               |
| M Strike      | 1/2   | +0   | +2  | 4 1/2D6       |
| Martial Throw | 1/2   | +0   | +1  | 2 1/2D6 + v/5 |
| Off Strike    | 1/2   | -2   | +1  | 6 1/2D6       |

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

DEX: 23      SPD: 5      ECV: 4  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 40/ 25 ED/rED 40/ 15  
END: 36      STUN: 28      BODY: 13

| 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    | x1/2  | x1    | -7 |       |
| 13    | Vitals    | x4    | x1/2  | 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**  
Enemies III (16) p14  
Name: Daphne Oesterhaus  
Species: Human mutate  
Gender: Female  
Hair: Blonde

