NAME: Starlet PLAYER:

CHAR	COST	BASE	PTS			
Strength	x1	10	0			
Dexterity	/ x3	10	12			
			6			
Body	x2	10	2			
	ence x1		6 2 3			
J -			5			
			5 5 3 2			
		2	3			
Energy De	efensx1	3	2			
Speed	×10					
Recovery	×2		0			
Fndurance	v1/2	_				
			0			
iai acterii	SCIUS CC)BL:	94			
.11. 11	Dun		6"			
			2"			
			2"			
	บนแp		∠ "			
DII: 13-						
	Strength Dexterity Constitut Body Intellige Ego Presence Comelines Physical Energy De Speed Recovery Endurance Stun naracteris Dil: 11- Dil: 12- Dil: 12- Dil: 13-	Strength x1 Dexterity x3 Constitution x2 Body x2 Intelligence x1 Ego x2 Presence x1 Comeliness x1/2 Physical Defex1 Energy Defensx1 Speed x10 Recovery x2 Endurance x1/2 Stun x1 Daracteristics Complication of the complex of the comp	Strength x1 10 Dexterity x3 10 Constitution x2 10 Body x2 10 Intelligence x1 10 Ego x2 10 Presence x1 10 Comeliness x1/2 10 Physical Defex1 2 Energy Defensx1 3 Speed x10 2.4 Recovery x2 5 Endurance x1/2 26 Stun x1 23 Defeat x1			

PER Roll: 12-Experience: 0

DISADVANTAGES BASE: 1454 Berserk, "When physically struck", uncommon, occur	PTS 20
14-,recover 11- Distinctive,"Stunning looks",easily	5
concealable, minor Distinctive, "Detects as a mutant", easily	10
concealable, major Psych Lim, "Not combat oriented, uses bad	10
tactics",common,moderate Psych Lim,"Likes to dominate men",common,	15
strong Psych Lim, "Likes attention from men", very common,	20
strong Secret ID, "Linda	15
Merriweather" Vuln, "Physical attacks",	30
very common,x2 stun Vuln,"Physical attacks", very common,x2 body	30



PTS		END
25	5D6 Ego Attack, Only	
	vs. men(-1/2),Only when Berserk(-1/2)	5
25	EC (25)	5
_	5D6 Ego Attack,1/2	
J ray	END(+1/4)	3
17b)	10D6 Mind Control, Only	,
•	vs. $men(-1/2)$	5
29c)	8D6 Mind Scan, +7 Plus	
	To Roll	5
	54 Mental Defense	
20	5 OCV Missile	
	Deflection, deflect all	
	attacks	
2	==Skills==	
3	Seduction 12-	

Base OCV: 5 Base DCV: 5
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	

5	Rang RMod	< 4 - 0	<8 -2	<16 -4	<32 -6	<64 -8	<	128 -10
5	DEX:	14	SP	D:	5	ECV	:	7

Phases - - 3 - 5 - - 8 - 10 - 12 PD/rPD 5/ 0 ED/rED END: 46 STUN: 23 BODY: 11

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	Shoulder	s 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

Last updated October 7th, 2016 by Mathew R. Ignash.

Wings of the Valkyrie (32) p32 Species: Human mutant

Gender: Female



Disadvantages Total: 155 Experience Spent + 0 300 Total Points =

206 : Powers Total 94 + Characteristic Total

300 = Total Cost