NAME: Tara The Jungle Girl
PLAYER:

FEMFORCE
HERO 4TH EDITION

VALUE	CHAR	COST	BASE	PTS
13/63	Strength	x1	10	3
18	Dexterity	x3	10	24
15/25	Constitution	x2	10	10
10/20	Body	x2	10	0
13	Intelligence	x1	10	3
11	Ego	x2	10	2
18	Presence	x1	10	8
20	Comeliness	x1/2	10	5
6	Physical Def	x1	3	3
7/9	Energy Defens	x1	5	4
4	Speed	x10	2.8	12
7/9	Recovery	x2	8	2
30/50	Endurance	x1/2	50	0
25/40	Stun	x1	30	0
	Characteristics Cost:			76

STR Roll: 22-   Run   16"
DEX Roll: 13-   Swim   2"
INT Roll: 12-   Jump   13"
EGO Roll: 11-
PER Roll: 12-

Experience: 56

DISADVANTAGES   BASE: 100+PTS
DNPC,"Various supporting cast",normal,appear 8-	10
DNPC,"Various nature causes",normal,appear 8-	10
Distinctive,"Beautiful jungle girl",easily concealable,minor	5
Hunted,"Various villains", as powerful,non-combat influence,harsh,appear 11-	20
Psych Lim,"Enjoys her new powers",common,moderate	10
Psych Lim,"Protective of nature and animals", common,strong	15
Psych Lim,"Quick to use violence when nature is threatened",common,strong	15
Public ID,"Tara Fremont"	10
Rep,"Super heroine",occur 14-	15
Rivalry,"Justice Squad", professional	5
Unluck,2D6	10
Watched,"Media",as powerful,non-combat influence,mild,appear 14-	10
Watched,"US government", more powerful,non-combat influence,harsh,appear 14-	15

PTS	POWERS	END
13	+10 CON,Linked(-1/2), "Growth"	
5	EC (7),"Super size powers",Linked(-1/2), "Growth"	
5a)	0/10 Armor	
5b)	10/0 Armor	
35c)	75% Damage Reduction (ED),resistant	
35d)	75% Damage Reduction (PD),resistant	
80	10 LVLS Growth (stats already included), Concentrate(-1/4),0 END Persistent(+1)	0
11	+10" Running,has turn mode,Linked(-1/2), "Growth"	2

==Perks==
3 Federal Police Powers
==Skills==
3 Acrobatics 13-
3 Animal Handler 11-
3 Climbing 13-
4 Fast Strike
8 1 Levels,all combat
3 Martial Grab
3 Martial Throw
3 Paramedic 12-
2 PS: Veterinarian 12-
1 TF,Planes
1 WF,Swords
==Equipment==
4 4/4 Armor,"Protective Span-XX bikini",OIF (-1/2),10- Activation (-1 1/4)

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	
Fast Strike	1/2	+2	+0	14 1/2D6
Martial Grab	1/2	-1	-1	73 STR
Martial Throw	1/2	+0	+1	12 1/2D6 + v/5

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

DEX: 18   SPD: 4   ECV: 4

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD 20/ 14 ED/rED 23/ 14

END: 50   STUN: 40   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
Name: Tara Freemont
Species: Human mutate
Gender: Female
Height: 5 feet 10 inches+
Team: FemForce

Disadvantages Total :   150
Experience Spent +   56
Total Points =   306

230 : Powers Total
76 + Characteristic Total
306 = Total Cost