

NAME: Victrix
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
18	Dexterity	x3	10	24
23	Constitution	x2	10	26
8	Body	x2	10	-4
13	Intelligence	x1	10	3
15	Ego	x2	10	10
15	Presence	x1	10	5
20	Comeliness	x1/2	10	5
5	Physical Defex	1	2	3
8	Energy Defens	x1	5	3
4	Speed	x10	2.8	12
10	Recovery	x2	7	6
60	Endurance	x1/2	46	7
35	Stun	x1	25	10
Characteristics Cost:				110

STR Roll: 11-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	2"
EGO Roll: 12-	Flight	17"
PER Roll: 12-		

Experience: 94

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "VOICE", more powerful, non-combat influence, harsh, appear		8-
Hunted, "Black Raven", less powerful, non-combat influence, harsh, appear		8-
Psych Lim, "Claustrophobia", common, moderate		10
Psych Lim, "Code vs. killing", common, total		20
Secret ID, "Marilee Henry"		15
Susc, "Smoke and fumes", uncommon, per phase, 2D6		20
Vuln, "RKAs", very common, x1 1/2 stun		15

Disadvantages Total : 120
Experience Spent + 94
Total Points = 314

ALLIES™

PTS	POWERS	END
25	EC (Telekinesis) (25)	
25a)	10D6 EB, vs physical defense	5
26b)	17" Flight, 0 END(+1/2)	0
29c)	18/13 Force Field, x1 Hardened(+1/4), 0 END(+1/2)	0
50d)	40 STR TK, 1/2 END(+1/4)	3
5	8 Mental Defense	
25	Spatial Awareness (Telekinesis) ==Perks==	
5	Money ==Skills==	
3	High Society 12-	
6	2 Levels: TK powers, tight group	
5	1 Levels: DCV, related group	

204 : **Powers Total**
110 + **Characteristic Total**
314 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 23/ 18 ED/rED 21/ 13
END: 60 STUN: 35 BODY: 8

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
Champions Universe p101
Name: Marilee Henry
Species: Human mutant (telekinetic)
Gender: Female

