

<b>NAME:</b> Aureole				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
10	Strength	x1	10	0
23	Dexterity	x3	10	39
20	Constitution	x2	10	20
10	Body	x2	10	0
20	Intelligence	x1	10	10
20	Ego	x2	10	20
15	Presence	x1	10	5
24	Comeliness	x1/2	10	7
10	Physical Defex	x1	2	8
10	Energy Defens	x1	4	6
5	Speed	x10	3.3	17
10	Recovery	x2	6	8
54	Endurance	x1/2	40	7
35	Stun	x1	25	10
<b>Characteristics Cost:</b>				157

<b>STR Roll:</b> 11-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 13-	Jump	2"
<b>EGO Roll:</b> 13-	Swinging	10"
<b>PER Roll:</b> 13-		

**Experience:** 37

<b>DISADVANTAGES</b>	<b>BASE:</b> 100+ <b>PTS</b>
Distinctive, "Adept", easily concealable, minor	5
Hunted, "Hero group", more powerful, non-combat influence, harsh, appear	8-20
Hunted, "COBRA", more powerful, non-combat influence, harsh, appear	8-20
Psych Lim, "Lonely/anti-social", uncommon, moderate	5
Psych Lim, "Need to prove herself", very common, strong	20
Psych Lim, "Code vs. killing", common, total	20
Secret ID, "Lara Ward"	15
Vuln, "Bullets", common, x2 stun	20
Vuln, "Cold", common, x2 stun	20

**Disadvantages Total :** 145  
**Experience Spent +** 37  
**Total Points =** 282

# The Circle

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
10	10" Swinging	2
==Skills==		
3	Acrobatics 14-	
3	Basic Strike	
3	Climbing 14-	
3	Deduction 13-	
3	Legsweep	
4	Martial Dodge	
3	Security Systems 13-	
3	Stealth 14-	
==Equipment==		
48	MP (60), IIF(-1/4)	
10m	12D6 EB	6
10m	30/30 Force Field	6
2u	Invisibility	2
10m	12D6 Mind Scan	6
7m	9D6 Telepathy	4
3u	15" Teleport, x4 Increased Mass	3

125 : **Powers Total**  
157 + **Characteristic Total**  
282 = **Total Cost**

Base OCV: 8      Base DCV: 8  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>
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	
Basic Strike	1/2	+1	+0	4D6
Legsweep	1/2	+2	-1	3D6
Martial Dodge	1/2	+0	+5	

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

<b>DEX:</b>	23	<b>SPD:</b>	5	<b>ECV:</b>	7
<b>Phases</b>	- - 3	- 5	- - 8	- 10	- 12
<b>PD/rPD</b>	10/	0	<b>ED/rED</b>	10/	0
<b>END:</b>	54	<b>STUN:</b>	35	<b>BODY:</b>	10

<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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**  
April 12th, 2015  
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The Circle and METE (12) p5  
Name: Lara Ward  
Species: Human  
Gender: Female  
Team: The Circle

