

**NAME:** Emerald  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
23	Dexterity	x3	10	39
23	Constitution	x2	10	26
11	Body	x2	10	2
13	Intelligence	x1	10	3
8	Ego	x2	10	-4
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
13	Physical Defex	x1	4	9
13	Energy Defens	x1	5	8
5	Speed	x10	3.3	17
10	Recovery	x2	9	2
48	Endurance	x1/2	46	1
34	Stun	x1	33	1
<b>Characteristics Cost:</b>				<b>121</b>

<b>STR Roll:</b> 13-	Run	7"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 12-	Jump	4"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 14-		

**Experience:** 15

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "Attacked by killing attacks", common, occur 11-, recover 11-		10
Enraged, "When family takes Body", common, occur 11-, recover 11-		10
Hunted, "Police special forces", less powerful, harsh, appear 8-		5
Hunted, "Genocide", more powerful, harsh, appear 8-		15
Psych Lim, "Code vs. killing", common, moderate		10
Psych Lim, "Rash, impetuous", common, strong		15
Secret ID, "Marcia Kage"		15

**Disadvantages Total :** 90  
**Experience Spent +** 15  
**Total Points =** 205

# Ψ PSI

PTS	POWERS	END
6	+2 Enhanced PER, with all senses	
13	3D6 HA, 0 END(+1/2)	0
23	MP (23)	
2u	8/7 Armor	
2u	PKG, 5 Flash Defense, Sight Group, 0/4 Force Wall, transparent to physical	1
2u	8 OCV Missile Deflection, deflect all attacks	
2	7" Running ==Skills==	1
3	Acrobatics 14-	
3	Combat Driving 14-	
4	2 Levels: Block	
3	SC: Chemistry 12-, (INT based)	
3	Security Systems 12-	
3	Stealth 14- ==Talents==	
15	3D6 Luck	

84 : **Powers Total**  
121 + **Characteristic Total**  
205 = **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	

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

DEX: 23    SPD: 5    ECV: 3  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 13/ 0    ED/rED 13/ 0  
END: 48    STUN: 34    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	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

Enemies: Villainy Unbound (36) p22  
Name: Marcia Kage  
Species: Human mutant (telekinetic)  
Gender: Female  
Team: PSI

