

NAME: Magnetica				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
23	Dexterity	x3	10	39
20	Constitution	x2	10	20
10	Body	x2	10	0
13	Intelligence	x1	10	3
10	Ego	x2	10	0
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
6	Physical Defex	x1	2	4
6	Energy Defens	x1	4	2
5	Speed	x10	3.3	17
10	Recovery	x2	6	8
80	Endurance	x1/2	40	20
25	Stun	x1	25	0
Characteristics Cost:				120

STR Roll: 11-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	2"
EGO Roll: 11-	Flight	20"
PER Roll: 12-		

Experience: 163

DISADVANTAGES	BASE: 200+PTS
Distinctive, "Detects as a mutant", easily concealable, major field", not concealable, minor	15
Hunted, "US government", more powerful, non-combat influence, harsh, appear	8-
Hunted, "Champions", more powerful, non-combat influence, harsh, appear	8-
Psych Lim, "Political radical", common, strong	15
Psych Lim, "Distrusts/hates white people", common, total	20
Rivalry, "Lodestone", professional	5
Secret ID, "Erica Rossington"	15
Disadvantages Total : 120	
Experience Spent + 163	
Total Points = 483	

ENEMIES

PTS	POWERS	END
30	EC (Magnetism) (30)	
47a)	8D6 EB, OIF(-1/2), Area Effect(+1), radius, Personal Immunity (+1/4), 1/2 END(+1/4)	5
30b)	20" Flight, 1/2 END (+1/4), No turn mode (+1/4)	
30c)	20/20 Force Field, 0 END(+1/2)	0
30d)	10/10 Force Wall, 4" Extra Width	6
24e)	8 OCV Missile Deflection, deflect bullets, reflect at any target, deflect at range, Only vs. ferrous attacks(-1), Costs END (-1/2)	9
60	MP (Magnetism) (60)	
2u	30 STR TK, x3 Increased End Cost(-1), Only vs. ferrous metals(-1/2)	12
6u	12D6 EB	6
6u	8D6 EB, 0 END(+1/2)	0
4u	6D6 Entangle, OIF(-1/2)	6
6u	16D6 Dispel, vs SFX (one power)	6
50	50 STR TK (Magnetism), Only vs. ferrous metals(-1/2)	7
	==Skills==	
2	AK: Millenium City 11-	
7	Computer Programming 14-	
3	Concealment 12-	
1	Demolitions 8-	
1	Electronics 8-	
1	KS: Military/Merc/Terrorist World 8-	
2	KS: Superhuman World 11-	
8	4 Levels: Telekinesis	
6	2 Levels: Multipower, tight group	
2	SC: Magnetism 11-	
3	Stealth 14-	
2	WF, Small Arms	

363	: Powers Total
120	+ Characteristic Total
483	= Total Cost

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

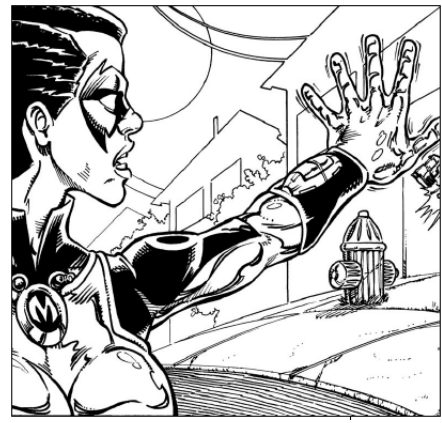
Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

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

DEX: 23 SPD: 5 ECV: 3
 Phases - - 3 - 5 - - 8 - 10 - 12
 PD/rPD 26/ 20 ED/rED 26/ 20
 END: 80 STUN: 25 BODY: 10

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
 Villains, Vandals and Vermin (226) p92
 Name: Erica Rossington
 Species: Human mutant
 Gender: Female
 Height: 5 feet 11 inches
 Eyes: Brown
 Hair: Black



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