

NAME: Persistence				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10/30	Strength	x1	10	0
14	Dexterity	x3	10	12
13/23	Constitution	x2	10	6
10	Body	x2	10	0
13	Intelligence	x1	10	3
13	Ego	x2	10	6
13	Presence	x1	10	3
16	Comeliness	x1/2	10	3
2/6	Physical Defex	x1	6	0
3/5	Energy Defens	x1	5	0
4	Speed	x10	2.4	16
6/12	Recovery	x2	11	2
26/46	Endurance	x1/2	46	0
22/37	Stun	x1	37	0
Characteristics Cost:				51

STR Roll: 15-	Run	8"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	6"
EGO Roll: 12-	Gliding	10"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	75+PTS
Hunted, "Enemies", as powerful, harsh, appear	8-	10
Physical Lim, "Minor", frequently, greatly		15
Psych Lim, "Protective of friends", common, strong		15
Psych Lim, "Stubborn", common, strong		15
Rep, "Minor heroine", occur	8-	5
Secret ID		15

Disadvantages Total : 75
Experience Spent + 0
Total Points = 150



PTS	POWERS	END
16	+10 CON, Only In Hero ID(-1/4)	
3	8" Running, Only In Hero ID(-1/4)	2
16	+20 STR, Only In Hero ID(-1/4)	2
==Skills==		
3	Acrobatics 12-	
3	Deduction 12-	
3	Oratory 12-	
3	Stealth 12-	
==Talents==		
15	3D6 Luck	
==Equipment==		
14	6/6 Armor, Only In Hero ID(-1/4)	
11	10/10 Armor, "Shield", OAF(-1), 12-Activation(-3/4)	
8	10" Gliding, "Cape", Only In Hero ID(-1/4)	
4	Instant Change, "Heroine costume from mask", IIF(-1/4)	

99 : **Powers Total**
51 + **Characteristic Total**
150 = **Total Cost**

Base OCV: 5 Base DCV: 5
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: 14 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 22/ 16 ED/rED 21/ 16
END: 46 STUN: 37 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
Last updated January 29th, 2015 by Mathew R. Ignash
--
Code name: Persistence
Team: IAMElemental
Gender: Female

