

NAME: She-Cat
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
30	Dexterity	x3	10	60
21	Constitution	x2	10	22
22	Body	x2	10	24
12	Intelligence	x1	10	2
23	Ego	x2	10	26
22	Presence	x1	10	12
20	Comeliness	x1/2	10	5
8	Physical Defex	x1	4	4
8	Energy Defens	x1	4	4
6	Speed	x10	4.0	20
8	Recovery	x2	8	0
42	Endurance	x1/2	42	0
43	Stun	x1	43	0
Characteristics Cost:				189

STR Roll: 13-	Run	16"
DEX Roll: 15-	Swim	2"
INT Roll: 11-	Jump	4"
EGO Roll: 14-		
PER Roll: 15-		

Experience: 87

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Adept", easily concealable, minor	5	
Distinctive, "Very beautiful and cat-like", concealable, major	15	
Hunted, "Various foes", as powerful, non-combat influence, harsh, appear 11-	20	
Physical Lim, "Sekhmet takes her over without her ring", infrequently, fully	15	
Psych Lim, "Lecherousness", common, moderate	10	
Psych Lim, "Vengeful", uncommon, strong	10	
Psych Lim, "Cat-like (possessive, inquisitive)", very common, moderate	15	
Rep, "Famous heroine", occur 14-	15	
Rivalry, "Every sexy woman around her", romantic	5	
Rivalry, "Justice Squad", professional	5	
Secret ID, "Jessica Hunt"	15	
Watched, "US government", as powerful, non-combat influence, mild, appear 14-	10	

Disadvantages Total : 140
Experience Spent + 87
Total Points = 327

FEMFORCE

HERO 4TH EDITION

PTS	POWERS	END
5	Discriminatory, Smell	
12	+4 Enhanced PER, with all senses	
30	2D6 HKA, "Claws", vs physical defense, No Knockback(-1/4), 1/2 END(+1/4)	2
10	Tracking Scent	
6	Life Support, immune to disease, immune to aging	
8	1 BODY Regen, recovery rate: per minute	
25	16" Running, x4 Non-Combat	3
5	UV Vision	
==Skills==		
3	Acrobatics 15-	
3	Animal Handler 11-	
3	Breakfall 15-	
3	11- Combat Sense	
1	Disguise 8-	
1	Lang: German	
3	Paramedic 11-	
1	SC: Archaeology 8-	
3	Security Systems 11-	
3	Shadowing 11-	
3	Survival 11-	
3	Tracking 11-	
1	TF, Planes	
==Equipment==		
6	4/4 Armor, "Protective Span-XX costume", OIF (-1/2), 14- Activation (-1/2)	

138 : **Powers Total**
189 + **Characteristic Total**
327 = **Total Cost**

Base OCV:10 Base DCV:10
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: 30 SPD: 6 ECV: 8
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 12/ 4 ED/rED 12/ 4
END: 42 STUN: 43 BODY: 22

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 October 3rd, 2016
by Mathew R. Ignash
-
Superbabes p139
Name: Jessica Hunt
Species: Human mutate
Gender: Female
Height: 5 feet 11 inches
Weight: 128 pounds
Hair: Red
Eyes: Green
Team: FemForce

