

NAME: Wild Thing
PLAYER:

VALUE	CHAR	COST	BASE	PTS
38	Strength	x1	10	28
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
12	Body	x2	10	4
13	Intelligence	x1	10	3
18	Ego	x2	10	16
18	Presence	x1	10	8
16	Comeliness	x1/2	10	3
8	Physical Defex	x1	8	0
8	Energy Defens	x1	4	4
4	Speed	x10	3.0	10
12	Recovery	x2	12	0
40	Endurance	x1/2	40	0
41	Stun	x1	41	0
Characteristics Cost:				126

STR Roll: 17-	Run	10"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 13-		
PER Roll: 14-		

Experience: 20

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Good looking woman in hero outfit", easily concealable, minor		5
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "If she takes Body", common, occur 8-, recover 14-		5
Hunted, "Brother and other villains", as powerful, harsh, appear 11-		15
Physical Lim, "Minor", infrequently, slightly		5
Psych Lim, "Code vs. killing", common, strong		15
Psych Lim, "Wild and impulsive", common, strong		15
Rep, "Daughter of Wolverine", occur 8-		5
Secret ID, "Rina Logan"		15
Unluck, 2D6		10
Vuln, "Flashes", common, x2 effect		20
Watched, "Parents", more powerful, non-combat influence, mild, appear 11-		10
Disadvantages Total : 130		
Experience Spent + 20		
Total Points = 250		



PTS	POWERS	END
6	+2 Enhanced PER, with all senses	
3	Life Support, immune to disease	
40	MP (60), "Psychic claws.", No Range(-1/2)	
3u	6D6 Ego Attack, Visible(-1/4)	
3u	4D6 RKA, No Knockback (-1/4)	
10	1 BODY Regen	
8	10" Running	
10	Tracking Scent	
	==Skills==	
3	Acrobatics 13-	
3	Breakfall 13-	
3	Climbing 13-	
3	Demolitions 11-	
3	Lockpicking 13-	
4	Martial Dodge	
3	Martial Throw	
1	Security Systems 8-	
3	Stealth 13-	
3	Tracking 12-	
4	WF, Common Melee, Common Missile	
	==Equipment==	
8	4/4 Armor, OIF(-1/2)	
124 : Powers Total		
126 + Characteristic Total		
250 = Total Cost		

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

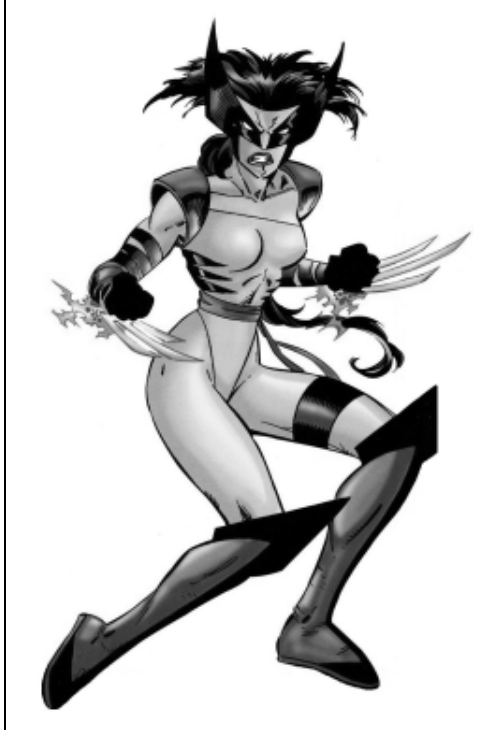
Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Martial Dodge	1/2	+0	+5	
6 Martial Throw	1/2	+0	+1	7 1/2D6 + v/5

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

DEX: 20 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 12/ 4 ED/rED 12/ 4
END: 40 STUN: 41 BODY: 12

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
Name: Rina Logan
Species: Human mutant
Gender: Female



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126 + Characteristic Total
250 = Total Cost