

Name: Amber Baker

Alternate ID:

Val	Char	Base	Cost
8	STR	10	-2
18	DEX	10	24
14	CON	10	8
8	BODY	10	-4
18	INT	10	8
11	EGO	10	2
15	PRE	10	5
18	COM	10	4
6/13	PD	2	4
6/13	ED	3	3
4	SPD	2.8	12
5	REC	5	0
28	END	28	0
19	STUN	19	0
7"	RUN	6	2
2"	SWIM	2	0
1 1/2"	LEAP	2	0

STR Roll: 11- **Run:** 7"
DEX Roll: 13- **Swim:** 2"
CON Roll: 12- **Leap:** 1 1/2"
INT Roll: 13-
EGO Roll: 11-
PER Roll: 13-

Disadvantages	Pts
Normal Characteristic Maxima	0
Hunted: UNTIL 8- (Mo Pow, NCI, Harshly Punish)	20
Physical Limitation: Loses Memory Of Events When Switching Forms (Frequently, Greatly Impairing)	15
Psychological Limitation: Deeply In Love With Tony Baker (Uncommon, Total)	15
Psychological Limitation: Enjoys Causing Destruction (Very Common, Moderate)	15
Psychological Limitation: Trying To Find Way Bring Tony Back (Common, Moderate)	10

XP
0

Base Points : 75

Disads Total + 75

Experience Spent + 0

Total Cost = 150



Pts. Power/Skill/Perk/Talent END

- 12 **Gadgeteering Pool:** Variable Power Pool (Gadget Pool), 10 base + 2 control cost, (15 Active Points); VPP Powers Can Be Changed Only In A Lab (-1/2), Limited Class Of Powers Available (Focus powers ONLY) Limited (-1/2)
- 0 1) **Electronic Lock Opener:** Security Systems 12- (9 Active Points); OAF Fragile (-1 1/4), 1 Continuing Fuel Charge lasting 5 Minutes (-1/2), Only On Electronic Locks Power loses about a third of its effectiveness (-1/2) Real Cost: 3
- 0 2) **Camera Disruptor:** Darkness to Sight Group 1" radius, 4 Continuing Fuel Charges lasting 1 Minute each (+0) (10 Active Points); OAF (Small Belt Device) (-1), Only On Electronic Sensors Power loses about a third of its effectiveness (-1/2), Range Based On Strength (-1/4) Real Cost: 4
- 0 3) **Ultraviolet Bionoculars:** Ultraviolet Perception (Sight Group), Telescopic (+3) (8 Active Points); OAF Fragile (-1 1/4) Real Cost: 3
- 9 **Flak Suit:** Armor (7 PD/7 ED) (21 Active Points); OIF (-1/2), Ablative BODY Only (-1/2), Activation Roll 15- (-1/4)
- 15 Luck 3d6
- 5 +1 with INT Based Skills
- 3 Computer Programming 13-
- 3 Criminology 13-
- 3 Deduction 13-
- 3 Electronics 13-
- 3 Inventor 13-
- 1 Language: Apache (basic conversation)
- 3 PS: Research Scientist 13-
- 3 Riding 13-
- 3 SS: Extradimensional Portals 13-
- 3 Security Systems 13-
- 1 TF: Equines, Small Motorized Ground Vehicles
- 2 WF: Small Arms
- 5 Money: Well Off
- 3 Lightning Calculator
- 4 Speed Reading (x10)

36 : Powers Cost

48 + Skills Cost

66 + Characteristics Cost

150 = Total Cost

Base OCV: 6 Base DCV: 6

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels:

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 18 SPD: 4 ECV: 4
Phases: 3, 6, 9, 12
6/13 PD (0/7 rPD) 6/13 ED (0/7 rED) MD: 0
END: 28 STUN: 19 BODY: 8