

**Name:** Living Dead Girl  
**Alternate ID:** Samantha Sands

Val	Char	Base	Cost
60	STR	10	50
20	DEX	10	30
25	CON	10	30
20	BODY	10	20
13	INT	10	3
11	EGO	10	2
15	PRE	10	5
10	COM	10	0
28	PD	12	16
25	ED	5	20
5	SPD	3.0	20
17	REC	17	0
50	END	50	0
63	STUN	63	0
9"	RUN	6	6
2"	SWIM	2	0
12"	LEAP	12	0

**STR Roll:** 21-      **Run:** 9"  
**DEX Roll:** 13-      **Swim:** 2"  
**CON Roll:** 14-      **Leap:** 12"  
**INT Roll:** 12-  
**EGO Roll:** 11-  
**PER Roll:** 12-

Disadvantages	Pts
Distinctive Features: White Dead Skin (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	10
Enraged: When Appearance Ridiculed (Common), go 14-, recover 14-	20
Hunted: Local Law Enforcement Personnel 14- (Less Pow, NCI, Limited Geographical Area, Harshly Punish)	15
Hunted: Ghost Town 14- (As Pow, PC has a Public ID or is otherwise very easy to find, Watching)	15
Physical Limitation: No Feeling In Her Hands (-2 To Performing Actions Which Require Fine Motor Control) (Frequently, Slightly Impairing)	10
Psychological Limitation: Hatred Of Beautiful People (Common, Strong)	15
Psychological Limitation: Suffers From Severe Depression (Common, Strong)	15
Reputation: Former Plastic Surgeon, 11-	10
Unluck: 3d6	15

**XP**      **Base Points : 200**  
**0**      **Disads Total + 125**  
**Experience Spent + 0**  
**Total Cost = 324**



Pts.	Power/Skill/Perk/Talent	END
17	<b>Tough Dead Skin:</b> Damage Resistance (20 PD/15 ED)	0
15	<b>Enduring:</b> Reduced Endurance (1/2 END; +1/4) (15 Active Points) applied to STR	
15	<b>Strong Grip Feats:</b> Elemental Control, 30-point powers	
15	1) <b>Dig In Fingers:</b> Clinging (90 STR) (20 Active Points)	0
7	2) <b>Vise Grip:</b> +30 STR (30 Active Points); No Figured Characteristics (-1/2), Only On Grabs Power loses about a third of its effectiveness (-1/2)	3
20	<b>No Nerve Endings In Hands:</b> Armor (10 PD/10 ED) (30 Active Points); Only On Her Hands Power loses about a third of its effectiveness (-1/2)	0

- 9 +3 with Grabs  
1 Forensic Medicine 8-  
3 High Society 12-  
3 Inventor 12-  
3 Paramedics 12-  
3 **Strong Hands:** Power 21-  
3 PS: Plastic Surgeon 12-  
3 SS: Cosmetic Surgery 12-  
3 SS: Medicine 12-  
1 Seduction 8-  
1 TF: Small Motorized Ground Vehicles

**89 : Powers Cost**  
**33 + Skills Cost**  
**202 + Characteristics Cost**  
**324 = Total Cost**

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

Levels: +3 with Grabs

### 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: 20      SPD: 5      ECV: 4  
Phases: 3, 5, 8, 10, 12  
28 PD (20 rPD)      25 ED (15 rED)      MD: 0  
END: 50      STUN: 63      BODY: 20

