Name: Goddess
Player:

Val	Char	Base	Cost	Max	Pts.
15	STR	10	x1		5
18/29	DEX	10	x3		24
15	CON	10	x2		10
12	BODY	10	x2		4
13	INT	10	x1		3
13	EGO	10	x2		6
18	PRE	10	x1		8
18	COM	10	x½		4
5/15	PD	3	x1		2
5/15	ED	3	x1		2
4/7	SPD	2.8	x10		1
6/11	REC	6	x2		0
30	END	30	x½		0
30	STUN	28	x1		2

Characteristics Cost: 71

STR Roll:	12-	Run: 6/7"
DEX Roll:	13/15-	Swim: 2"
CON Roll:	12-	Jump: 3"
INT Roll:	12-	
EGO Roll:	12-	
PER Roll:	12-	

Disadvantages + Base: 175

15 Distinctive Features: Monkey Goddess (OIHF); Concealability: Concealable, 10; Reaction: Always noticed & major reaction, +5
10 Hunted: Evil Monkey Brain Eating Cult (8-); Capabilities: As Powerful, 10; Non-combat Influence: None, +0; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0
10 Reputation: Chinese Actress (11-)
15 Secret Identity
5 Rivalry: Other Chinese Actress; Situation: Professional, 5; Position: Equal, +0; Rival: NPC, +0
5 Rivalry: Other Martial Artists; Situation: Professional, 5; Position: Equal, +0; Rival: NPC, +0
10 Berserk: When innocents harmed (11-, 11-, Enraged Only); Circumstances: Common, +10
10 Psych. Lim.: Longs to return to China (Common, Moderate)
15 Psych. Lim.: Honorable (Common, Strong)
5 Phys. Lim.: Unfamiliar with Western Culture (Infrequently, Slightly)
15 Accidental Change: In the present of other gods (14-)
5 Watched: Actors' Guild (11-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, ×½; Punishment: Mild, -5

Experience
0

Disadvantages Total:	120
Experience Spent +	0
Total Cost =	295

Pts.	Skill / Talent / Perk / Power	END/ Roll
!3	Stretching (1", NC: 2); Non-Combat Multiplier: ×2, +0; Limited Power: No NC: -½; Only in Hero ID: -¼	1
4	Damage Resistance (5 PD/5 ED); Only in Hero ID: -¼	
4	Extra Limbs (1); Number: 1; Only in Hero ID: -¼	
2	Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 51	
26	+11 DEX; Affects Figured: No; Only in Hero ID: -¼	
24	+3 SPD; Affects Figured: No; Only in Hero ID: -¼	
8	+10 PD; Affects Figured: No; Only in Hero ID: -¼	
8	+10 ED; Affects Figured: No; Only in Hero ID: -¼	
8	Regeneration (1 BODY/Turn); Regenerate: Standard, +0; Only in Hero ID: -¼	
8	+5 REC; Affects Figured: No; Only in Hero ID: -¼	
13	Damage Reduction (Physical, 50%); Requires Skill Roll: -½	
5	Instant Change; Clothes: One Set, 5	
8	Danger Sense (In Combat, Self); Works: In Combat, +0; Range: Self, +0; Only in Hero ID: -¼	11-
20	Find Weakness (Martial Arts); Attack Type: Group, +10	11-
16	+4 DC for Martial Attacks	
4	Martial Dodge (OCV --, DCV +5)	
3	Martial Throw (OCV +0, DCV +1, 7d6+v/5)	
4	Fast Strike (OCV +2, DCV +0, 9d6)	
3	Legsweep (OCV +2, DCV -1, 8d6)	
3	Martial Grab (OCV -1, DCV -1, STR 45)	
5	Offensive Strike (OCV -2, DCV +1, 11d6)	
4	Nerve Strike (OCV -1, DCV +1, 4d6 NND)	
1	Martial Arts Weapons: WE: Tail; Unarmed Combat: +0; Extra Points: 1	
12	+4 level w/Martial Arts	
3	Acrobatics	13/15-
3	Acting	13-
3	Breakfall	13/15-
3	Climbing	13/15-
3	Oratory	13-
3	Stealth	13/15-
3	Tactics	12-
3	Professional Skill: Actor	13-
2	Professional Skill: Chinese Lotus Monkey Goddess	11-
2	Knowledge Skill: The Chinese Lotus Monkey Cult	11-

224 : Skills and Powers Cost
71 + Characteristics Cost
295 = Total Cost

Base OCV: 10 Base DCV: 10
Adjustment + Adjustment +
Final OCV = Final DCV =

Levels: +4 Martial Arts

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	½	--	+0	stops attacks, abort
Brace	0	+2	½	+2 vs. RMod
Disarm	½	-2	0	disarm: STR vs. STR
Dodge	½	--	+3	vs. all attacks, abort
Grab	½	-1	-2	grab, do STR
Haymaker	½	0	-5	4½d6 bef. Pushing
Move By	½	-2	-2	1½d6+v/5
Move Through	½	-v/5	-3	3d6+v/3
Set	1	+1	0	
Strike	½	+0	+0	STR or weapon type
Other Attacks	½	+0	+0	
Covered	½	-2*	+0	target held at gunpoint
Dive for Cover	½	+0	+0	moves character, abort
Pull a Punch	½	-1/3d6	0	full STUN, ½ BODY
Roll w/Punch	½	-2	-2	½ STUN/BODY, abort
Snap Shot	1	-1	0	duck behind cover
Suppression	1	-2	+0	continuous autofire
Sweep	1	-2	×½	hit mult. targets HTH
Martial Dodge	½		+5	
Martial Throw	½	+0	+1	7d6+v/5
Fast Strike	½	+2	0	9d6
Legsweep	½	+2	-1	8d6
Martial Grab	½	-1	-1	STR 45
Offensive Strike	½	-2	+1	11d6
Nerve Strike	½	-1	+1	4d6 NND
Martial Arts W...	½			

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

DEX: 18/29, SPD: 4/7, ECV: 4
Phases: 2, 4, 6, 7, 9, 11, 12
PD/rPD: 15/5 ED/rED: 15/5 MD: 0
END: _____ STUN: _____ BODY: _____
Lift: 200kg

Pts.	Skill / Talent / Perk / Power	END/ Roll