

<b>Name:</b> Moira Rennie				
<b>Player:</b> SCM				
Val	Char	Base	Cost	Max Pts.
13	STR	10	x1	3
20	DEX	10	x3	30
16	CON	10	x2	12
12	BODY	10	x2	4
18	INT	10	x1	8
23	EGO	10	x2	26
18	PRE	10	x1	8
16	COM	10	x½	3
5	PD	3	x1	2
5	ED	3	x1	2
5	SPD	3	x10	20
6	REC	6	x2	0
40	END	32	x½	4
30	STUN	27	x1	3
<b>Characteristics Cost:</b> 125				
<b>STR Roll:</b>	12-	Run:	6/9"	
<b>DEX Roll:</b>	13-	Swim:	2"	
<b>CON Roll:</b>	12-	Jump:	3"	
<b>INT Roll:</b>	13-			
<b>EGO Roll:</b>	14-			
<b>PER Roll:</b>	13-			
<b>Disadvantages + Base: 200</b>				
15	Psych. Lim.: In love with Kevin Armstrong (Common, Strong)			
10	Psych. Lim.: Very organized, bordering on compulsive (Uncommon, Strong)			
15	DNPC: Daughter (Incompetent, 8-); Skills: Normal, +0			
5	Watched: Wild Geese (11-); Capabilities: As Powerful, 10; Non-combat Influence: None, +0; Geographical Area: Unlimited, -0; Actions: Only Watching, x½; Punishment: Mild, -5			
5	Watched: State Department (11-); Capabilities: Less Powerful, 5; Non-combat Influence: None, +0; Geographical Area: Unlimited, -0; Actions: Only Watching, x½; Punishment: Harsh, 0			
15	Hunted: PSI (11-); Capabilities: As Powerful, 10; Non-combat Influence: None, +0; Geographical Area: Unlimited, -0; Actions: Hunting, x1; Punishment: Harsh, 0			
5	Distinctive Features: Attractive blonde; Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0			
5	Reputation: Genius linguist (8-)			
10	Reputation: Goodie-goodie Heroine (11-)			
5	Rivalry: UN cryptographer, Bernard St. John; Situation: Professional, 5; Position: Equal, +0; Rival: NPC, +0			
15	Secret Identity			
10	Phys. Lim.: Terribly nearsighted, wears contacts (Infrequently, Greatly)			
10	Phys. Lim.: Prone to migranes after using powers (Infrequently, Greatly)			
10	Vulnerability: Mental Attacks (1½× STUN); Attack: Common, +10			
15	Other: Secret: Lover is VIPER agent			
<b>Experience</b>	Disadvantages Total:	150		
<b>0</b>	Experience Spent +	0		
	Total Cost =	350		



Skill / Pts.	Talent / Perk / Power	END/ Roll
6	Running (+3", 9", NC: 18"); Non-Combat Multiplier: x2, +0; Non-Combat (MPH):	
11		2
48	Multipower (60-pt reserve); Extra Time: full phase, -½; Extra Time Required: Only At Startup, ½	
u-5	6d6 Ego Attack; Multipower: Fixed Slot	6
u-4	12d6 Mind Control; Communication: Verbal, +0; Multipower: Fixed Slot; Concentrate: ½ DCV, -¼	6
u-5	12d6 Mind Scan; Attack Roll Bonus: 0; Number of Minds: 99,999,997,952; Multipower: Fixed Slot	6
u-3	12d6 Telepathy; Multipower: Fixed Slot; Limited Power: Empathy Only: -1	6
u-5	Clairsentience (Normal Sight); See: Future and Past, +40; Dimensions: Current, +0; Range: 300"; Multipower: Fixed Slot	6
5	Mental Defense (10 pts)	
23	Armor (15 PD/10 ED); OIF: -½; Activation: 14-, -½; Hardened: x1, ¼	
3	Speed Reading	
3	Bureaucratics	13-
3	Conversation	13-
3	High Society	13-
3	Lip Reading	11-
3	Professional Skill: Cryptographer	13-
3	Professional Skill: Interpreter	13-
2	Science: Mathematics	11-
3	Science: Cryptography	13-
3	Scholar	
1	Knowledge Skill: Boxing (Kevin's Hobby)	11-
1	Knowledge Skill: Intelligence Organizations	11-
1	Knowledge Skill: Diplomatic World	11-
2	Knowledge Skill: Linguistics	13-
1	Knowledge Skill: Superhero/villain community	11-
9	Universal Translator; Extra Time: 1 hour, -2½; Extra Time Required: Only At Startup, ½	13-
20	Danger Sense (Out of Combat, Immediate Vicinity); Works: Out of Combat, +5; Range: Immediate Vicinity, +5	11-
25	+5 level w/DCV only, Moira clouding opponents' minds	
9	+3 level w/With Mental Powers	
5	Money (Well Off)	
4	Fast Strike (OCV +2, DCV +0, 4½d6)	
3	Martial Throw (OCV +0, DCV +1, 2½d6+v/5)	
4	Martial Dodge (OCV -, DCV +5)	
5	Offensive Strike (OCV -2, DCV +1, 6½d6)	
2	Weapon Familiarities	
2	Small arms	
<b>225</b>	<b>: Skills and Powers Cost</b>	
<b>125</b>	<b>+ Characteristics Cost</b>	
<b>350</b>	<b>= Total Cost</b>	

Base OCV: 7	Base DCV: 7					
Adjustment + _____	Adjustment + _____					
Final OCV = _____	Final DCV = _____					
Levels: +5 DCV only, Moira clouding opponents' minds, +3 With Mental Powers						
<b>Combat Maneuvers</b>						
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	4d6 bef. Pushing		
Move By	½	-2	-2	1½d6+v/5		
Move Through	½	-v/5	-3	2½d6+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	x½	hit mult. targets HTH		
Fast Strike	½	+2	0	4½d6		
Martial Throw	½	+0	+1	2½d6+v/5		
Martial Dodge	½		+5			
Offensive Strike	½	-2	+1	6½d6		
<b>Range</b>	0-4	5-8	9-16	17-32	33-64	65-128
<b>RMod</b>	0	-2	-4	-6	-8	-10
DEX: 20, SPD: 5, ECV: 8						
Phases: 3, 5, 8, 10, 12						
PD/rPD: 20/15 ED/rED: 15/10 MD: 10						
END: _____ STUN: _____ BODY: _____						
Lift: 151½kg						
Skill / Pts.	Talent / Perk / Power	END/ Roll				