

Name: Selena				
Player: Shelley C. Mactyre				
Val	Char	Base Cost	Max	Pts.
10	STR	10	x1	0
18	DEX	10	x3	24
20	CON	10	x2	20
12	BODY	10	x2	4
21	INT	10	x1	11
13	EGO	10	x2	6
25	PRE	10	x1	15
18	COM	10	x½	4
5	PD	2	x1	3
5	ED	4	x1	1
5	SPD	2.8	x10	22
8/15	REC	6	x2	4
60	END	40	x½	10
30	STUN	27	x1	3
Characteristics Cost: 127				
STR Roll:	11-	Run: 6/9"		
DEX Roll:	13-	Swim: 2"		
CON Roll:	13-	Jump: 2"		
INT Roll:	13-	Flight: 15"		
EGO Roll:	12-			
PER Roll:	13-			
Disadvantages + Base: 200				
10 Psych. Lim.: Annoyed when not taken seriously (Uncommon, Strong)				
15 Psych. Lim.: Agonizes that she can't help everyone in pain (Common, Strong)				
10 Psych. Lim.: Suspicious of the Government (Uncommon, Strong)				
15 Psych. Lim.: Code vs Killing (does not include euthanasia) (Common, Strong)				
10 Distinctive Features: Beautiful woman with faint accent; Concealability: Concealable, 10; Reaction: Noticed and Recognizable, +0				
5 Distinctive Features: Silver Aura when using powers; Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0				
10 DNPC: Younger sister, Miriam (Normal, 11-); Skills: Useful, -5				
5 Reputation: Very successful ER doc (8-)				
10 Reputation: Healer Superhero (8-, Extreme)				
10 Reputation: Chosen of Miret (8-, Extreme)				
15 Secret Identity				
10 Hunted: Muslim Extremists (8-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0				
20 Hunted: DEMON (11-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0				
20 Hunted: Floating/Campaign (8-); Capabilities: More Powerful, 15; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0				
8 Watched: PRIMUS (11-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, ×½;				
Experience	Disadvantages Total:	210		
5	Experience Spent +	5		
	Total Cost =	415		



Skill /	END/
Pts. Talent / Perk / Power	Roll
47 Multipower: 0 END at night/x2 END during the day (71-pt reserve); OIF: -½	
u-3 14d6 Energy Blast; Range: 350; Versus: ED; Multipower: Fixed Slot; Limited Power: Stun Only: -½	7
u-5 23d6 Dispel vs. Disease; Range: 345; Affects: One Power, +0	7
u-5 23d6 Dispel: vs. mind control; Range: 345; Affects: One Power, +0; Multipower: Fixed Slot	7
u-5 7d6 Drain: Stun (Return/turn); Range: 0; Affects: Single Power, +0; Multipower: Fixed Slot	7
u-5 7d6 Flash (Normal Sight); Range: 350; Multipower: Fixed Slot	7
u-5 14d6 Aid (Fade/turn, Max. 84); Range: 0; Affects: Single Power, +0; Multipower: Fixed Slot	7
u-2 6d6 Aid (Fade/min., Max. 36); Range: 0; Affects: Single Power, +0; Restore Only Lost Characteristics and Powers: -½; Multipower: Fixed Slot; Limited Power: Self Only: -½; Trigger: Set, +¼; Reduced END: Zero, ½	0
u-5 23d6 Dispel: Vs. Disease; Range: 345; Affects: One Power, +0; Multipower: Fixed Slot	7
u-5 23d6 Dispel: Toxins; Range: 345; Affects: One Power, +0; Multipower: Fixed Slot	7
10 Elemental Control: 0 END at night/ x2 END during the day (15-pt reserve); Special Effect: Moonlight; OIF: -½	
a-17 Desolidification: (+5 points to carry 25 lbs; see below); Immune to Mental Powers: No, +0; Vulnerability: Darkness Powers	4
b-10 Force Field (15 PD/15 ED)	3
c-13 15" Flight (NC: 60"); Non-Combat Multiplier: ×4, +5	3
d-10 Life Support	
4 Regeneration (1 BODY/hour); Regenerate: Standard, +0; OIF: -½	
3 Faster-Than-Light Travel (1 LY/Year); Limited Power: Only when Desolid: -1; OIF: -½; Limited Power: Only at night: -½	
9 +7 REC; Affects Figured: No; OIF: -½	
3 Flash Defense (Sight, 5 pts); OIF: -½	
8 Mental Defense (15 pts); OIF: -½	
3 Power Defense (5 pts); OIF: -½	
5 Discriminatory Sense: Detect Illness (Detect)	
6 Running (+3", 9", NC: 18"); Non-Combat Multiplier: ×2, +0; Has Turn Mode: No, +0	1
2 Perk: MD	
7 High Range Radio Hearing: Headset; OIF: -½	
3 Scientist	
3 High Society	14-
3 Forensic Medicine	13-
3 Paramedic	13-
1 Science: Biochemistry	11-
1 Science: Biology	11-
1 Science: Chemistry	11-

298 : Skills and Powers Cost
127 + Characteristics Cost
425 = Total Cost

Base OCV: 6	Base DCV: 6
Adjustment + _____	Adjustment + _____
Final OCV = _____	Final DCV = _____
Levels: +3 Group of Attacks	

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	3d6 bef. Pushing
Move By	½	-2	-2	1d6+v/5
Move Through	½	-v/5	-3	2d6+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

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

DEX: 18, SPD: 5, ECV: 4
Phases: 3, 5, 8, 10, 12
PD/rPD: 20/15 ED/rED: 20/15 MD: 15
END: _____ STUN: _____ BODY: _____
Lift: 100kg

Skill /	END/
Pts. Talent / Perk / Power	Roll
1 Science: Genetics	11-
1 Science: Inorganic Chemistry	11-
3 Science: Medicine	14-
1 Science: Organic Chemistry	11-
1 Science: Pathology	11-
1 Science: Pharmacology	11-
1 Science: Virology	11-
3 Jack of All Trades	
2 Professional Skill: Physician	13-
2 Professional Skill: Priestess of the Silver Moon	13-
1 Professional Skill: Dancer	11-
1 Professional Skill: Singer	11-
3 Knowledge Skill: Cult of the Silver Moon	13-
2 Area Knowledge: Atlanta	11-
3 Knowledge Skill: Mystical World	13-
3 Knowledge Skill: Mystical Beings	13-
3 English (Completely Fluent w/accnt); Literacy: Standard, 0	
3 Arabic (Completely Fluent w/accnt); Literacy: Standard, 0	
3 Perfect Pitch	
10 Money (Wealthy)	
1 Professional License	
15 +3 level w/Group of Attacks	
2 Contact: PRIMUS Agent; Usefulness: Normal, +0	11-
5 Base (useful resources at home): 25	
15 Follower (2, 50 pts, 0 Disad.); Number: 2, +5	

Disadvantages	Skill / Pts. Talent / Perk / Power	END/ Roll	Skill / Pts. Talent / Perk / Power	END/ Roll
Punishment: Mild, -5				
5 Watched: Media (11-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, x½; Punishment: Mild, -5				
8 Watched: Local Authorities (8-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, x½; Punishment: Harsh, 0				
10 Other: Quirks (Uncommon, Moderate); Situation: Uncommon, +5; Intensity: Moderate, +0				
14 Other: Mystery Disads (Uncommon, Moderate); Situation: Uncommon, +5; Intensity: Moderate, +0				
Sex: Female				
Appearance: Wears black, curly black hair and slightly almond-shaped brown eyes.				
Notes				
Quirks:				
1) Wears black				
2) Spoils her sister				
3) Hates to be called "Angel of the Night" by anyone except Vindicator.				
4) Talks to the goddess Miret in an irreverant manner				
5)Doesn't want to return to Iran				