## ALONS PROPERTIES

NAM	E: <u><i>SO</i></u>	UNDBLA	I <i>STER</i>	TRUE I.D.	: Jennifei	Vogel					
SID	E: <i>Evi</i>	il		BIRTHPLACE	Los Ang	geles, CA, U.	SA		511		
SPECIE	S: <u>Hu</u>	man		CULTURE	Modern						
AG	E: <i>30</i>			GENDER	: Straight	Cis Female	9	6	J.		
WEIGH	T: 13	8		_lbs MASS	: <u>d4</u>				1	1	779
				Guard, Mechanical E					ال القريد	TO H	
STORY: Jennifer Vogel knew that she was destined for great things. She created her own devices that she now uses for her own benefit.											
	She is now determined to show the world her (super-villain)										
potential.											
MOTIVATION: Publicity Seeker WEALTH: d4											
ORIGIN TYPE: Science Project LUCK: 10-											
LEG	AL ST	ATUS: 1	Vanted; No	criminal record							20 7
CPs:				<b>ABILITIES</b>							
	//V	VENTINO	G: <mark>8</mark> U	nspent							IPs:
7	ADAPTATION: Sub-Sonic Clothing, Sonics (Kin.) (5), Vibration (Kin.) (5), Multi-Gear (-2.5)										
15	ARMOUR: Sub-Sonic Clothing, 11 Pts (17.5), Multi-Gear (-2.5)										
<i>30</i>	EX	EXPERIENCE LEVELS: +3 Hit Bonus, +3 Defense Bonus, +3 Task Bonus (30)									
10	HE	HEIGHTENED ATTACK: +4 Damage with Vibratory Blast only (10)									
5	HE	HEIGHTENED ENDURANCE: +5 (5)									
5	HEIGHTENED INTELLIGENCE: +5 (5)										
15	HEIGHTENED EXPERTISE: +6 Hit Bonus with Vibratory Attack (15)										
5	HE	HEIGHTENED SENSES: Audible Sounds Protection: 2 Ranks (10), Gear (-5)									
8	HE	HEIGHTENED STRENGTH: +8 (8)									
25	VIE	VIBRATION ABILITIES: A) Vibratory Blast: Soundblaster Gloves, 34" Range, 2d12 sharp									
	Kinetic damage, 24 Charges (15), 3" Area Effect (+5), Increased Charges (+10), Gear (-5)										
-10	CAN'T HOLD BACK (-10)										
-5	DISTINCTIVE: Over-sized gloves (difficult to disguise; -4 Task penalty) (-5)										
-5	FUMBLE-PRONE: Fumble threshold of 19-20 (-5)										
CPs 11	ST	19	SAVE	CARRYING CAPAC	ITV·		605 lbs	s RASF F	HTH DM	ıG·	d8+1
18	į	23	12-	ATTACKS:	To Hit	Damage		Dmg Type			ENSES:
14			11-	Punch		•		Blunt Kinetic	П.	Physical	Mental
	į	14			17-	d8+1			<del>                                     </del>		
11		16	11-	Kick	15-	d8+3		Blunt Kinetic	1 1	4	4
16	CL	16	11-	Vibratory Blast	23-	2d12+4	<del>4</del> 3	Sharp Kinetio			
V	ı		RIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic		Other
V	BASE	150	EARNED	Armour	4	3	2	2			
V :	SPENT	<i>25</i>	< <i>25</i>								
175	TOTAL	<i>175</i>									
INITIATIVE: d6+1 MOVE: Ground 19 Leaping 4.3841											
POWER ( 72 ):											
HIT PTS ( 20 ): HEALING: 3.4											
CAPS: BCs: 45 Ability: 35 Dmg: 17 GEAR: Break: 12 Take: 13 Disarm: 10 GBC: 17											
UNI'J.	DO3.	73	Ability.	Dilig	OLAN. DI	can. 12	I akc.	Disa	· · · · · · <u>/ (</u>	0	50. <u>//</u>

PLAYER: NPC Villain