ADTENOSTUDIA

NAIVIE	: <i>Wh</i>	ITECO	4 /	IRUE I.D.	: Dr. Aisr	na Larke					
SIDE	: <u>Go</u>	od		BIRTHPLACE	Chanton	r City, Nort	h-Am		198		
SPECIES	S: <u>Hu</u>	man		CULTURE	Mixed						
AGE	: 28			GENDER	: Bisexua	l Cis Fema	<i>le</i>			5/	
WEIGHT	: 128	3		_lbs MASS	: d4						
				and Mystic				11/		1	
STORY	sta tau	tes cov ght as	er the glob one. An acc	m a parallel earth v e. In her world, scie cident caused the m mension hopping al	ence and i Systical en	nagic were				o	
MO	TIVA	TION:	Need to Kno	OW	WEA	LTH: <u>a</u>	14				
OR	RIGIN	TYPE:	Mystical Ac	cident	_ L	UCK: 10	0-				
LEGA	AL ST	ATUS:	Licensed							11	
CPs:	s: ABILITIES										
	//VI	/ENTIN	G: 14 U	nspent							IPs:
38	38 ADAPTATION: Asphyxiation (5), Disease (5), High Pressure (5), High Temperatures (5), Low										
	Pressure (5), Low Temperatures (5), Poison/Venom (5), Time (2.5)										
10	ARMOUR: Bodysuit, 12 Pts Total (20), Gear (-5), Heavy Partial Coverage (-5)										
20	DIMENSIONAL TRAVEL: B) Multiple Dimension Travel: 4 Alternate Earths, PR 5 per use (20)										
20	ENERGY: +40 (20)										
<i>50</i>	EXPERIENCE LEVELS: +5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)										
25	FORCE FIELD: A) Personal Force Field: 20 Pts Total, PR 4 to activate (15), Reduced PR (+10)										
18	HEIGHTENED AGILITY: +8 (8) HEIGHTENED COOL: +10 (10)										
20	HEIGHTENED ENDURANCE: +10 (10) HEIGHTENED INTELLIGENCE: +10 (10)										
14	HEIGHTENED STRENGTH: +14 (14)										
10	KNOWLEDGE: A) Careers & Tasks: Dimensional physics +3 (5), B) Cultural Backgr.: Modern (5)										
25	LIGHT CONTROL: A) Laser: Eye lasers, 200" Range, 2d10 Laser Energy damage, -11 Dazzle										
	EN save, PR 1 per use (20), Increased Range: EN x4" (+5)										
-10	PUBLIC IDENTITY (-10)										
-10	VU	LNERAL	BILITY: -4 D	Def. vs. Sonic attack:	s (-5), +4	dmg (-4 S	Sv mod)	from Sonic a	ttacks	(-5)	
CPs		SCORE			177		4.504.1	DAGE 1	ITII DN		40.4
9	ST		SAVE	CARRYING CAPAC			1,524		HTH DM		d10+1
15	EN.	25	13-	ATTACKS:	To Hit	Damag	je	Dmg Type	KB		ENSES:
13	AG	21	12-	Laser Eyes	20-	2d10)	Energy	 	Physical	Mental
18	IN _.	28	13-	Punch	20-	d10+	1	Blunt Kinetio	; Y	7	8
15	CL	<i>25</i>	13-	Kick	18-	d10+.	3	Blunt Kinetic	; Y		
V		EXPE	RIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic		Other
V ı	BASE	<i>150</i>	EARNED	Armour	3	<i>3</i>	3	3			
V s	SPENT	150	< 150	Force Field	5	5	5	5			
<i>300</i> T	OTAL	300									
	L									_	
	IITIA	_	<u>2d6</u>			MOVE:	Ground	1 23	Lea	aping	11.906
POWER											
HIT PTS	(3	<u>1</u>): _							H	HEALIN	NG: <u>3.9</u>
CAPS:	BCs:	<i>70</i>	Ability:	<i>60</i> Dmg: <i>27</i>	GEAR: Bi	reak: 17	Take	: 18 Disa	rm: 1	<i>5</i> GF	BC: <i>26</i>

PLAYER: NPC Hero