| Character Name _ | Nightshade |
|-------------------------|-------------------|
| Alternate Identities | Lauren Mayweather |
| Player Name | Joel |



| | CHARACTERISTICS | | | | | |
|------|-----------------|-----------|-------------------|--|--|--|
| Val | Char | Points | Roll | | | |
| 13 | STR | 3 | <u>12-</u> | | | |
| 18 | DEX | 16 | <u>13-</u> | | | |
| 13 | CON | 3 | <u>12-</u> | | | |
| _ 35 | INT | 25 | <u>16-</u> | | | |
| 13 | EG0 | 3 | 12- | | | |
| 15 | PRE | 5 | 12- | | | |
| 7 | OCV | 20 | | | | |
| _ 7 | DCV | 20 | | | | |
| 3 | OMCV | 0 | | | | |
| 3 | DMCV | 0 | | | | |
| 6 | SPD | 40 | | | | |
| 15 | PD | 3 | | | | |
| 15 | ED | 3 | | | | |
| 12 | REC | 8 | | | | |
| 40 | END | 4 | | | | |
| 10 | BODY | 0 | Total Cost | | | |
| _32_ | STUN | 6 | 159 | | | |
| | | | | | | |

| CURRENT STATUS | | | | |
|----------------|---------|---------|--|--|
| | Maximum | Current | | |
| END | 40 | | | |
| BODY | 10 | | | |
| STUN | 32 | | | |
| | | | | |

| VITAL INFORMATION |
|---|
| HTH damage (STR/5)d621/2d6 |
| Lift <u>151.6kg</u> STR END Cost <u>1</u> |
| Phases 1 ② 3 ④ 5 ⑥ 7 ⑧ 9 ① 11 ① |
| Base OCV7 Base DCV7 |
| Base OMCV 3 Base DMCV 3 |
| Combat Skill Levels |
| |
| |
| |
| Presence Attack (PRE/5)d63d6 |

| OTX THE EDIT | | | | |
|--------------------------------|-----|--|--|--|
| EXPERIENCE POINTS | | | | |
| Total Points | 300 | | | |
| Total Experience Earned | 0 | | | |
| Experience Spent | 0 | | | |
| Experience Unspent | 0 | | | |

| | HIT LO | CA | ΓΙΟΝ | I CH | AF | RT |
|-------------|-----------|-----------|-----------|-----------|-----------|--------------------|
| 3d6 Roll | Location | STUN X | N STUN | BODY x | To Hit | Defense/ Weight |
| 3-5 | Head | х5 | x2 | x2 | -8 | _/_ |
| 6 | Hands | x1 | X½ | X½ | -6 | / |
| 7-8 | Arms | x2 | X½ | X½ | -5 | / |
| 9 | Shoulders | хЗ | x1 | x1 | -5 | / |
| 10-11 | Chest | хЗ | x1 | x1 | -3 | / |
| 12 | Stomach | x4 | x1½ | x1 | -7 | / |
| 13 | Vitals | х4 | x1½ | x2 | -8 | / |
| 14 | Thighs | x2 | x1 | x1 | -4 | / |
| 15-16 | Legs | x2 | X½ | X½ | -6 | / |
| 17-18 | Feet | x1 | X½ | X½ | -8 | / |
| | | | Avei | age D | ef_ | |
| DCV N | /lodifier | | Tota | l Weig | jht . | |
| Armo | r Notes | | | | | |

| Phase ½ | OCV | DCV | |
|---------|---|--|--|
| 1/2 | | DCA | Effects |
| | +0 | +0 | Block, abort |
| 0 | +2 | 1/2 | +2 OCV vs R. Mod. |
| 1/2 | -2 | +0 | Disarm, STR v. STR |
| 1/2 | — | +3 | Abort, vs. all attacks |
| 1/2 | -1 | -2 | Grab 2 limbs |
| 1/2† | -3 | -4 | Move & Grab; +(v/10) to STR |
| 1/2* | +0 | -5 | +4 DCs to attack |
| 1/2† | -2 | -2 | STR/2 + v/10; you take 1/3 |
| 1/2† | -v/10 | -3 | STR + v/6; you take ½ or full |
| 1 | var | 1/2 | Attack multiple times |
| 1 | +1 | +0 | Ranged attacks only |
| 1/2 | -1 | -1 | Push 1m per 5 STR |
| 1/2 | +0 | +0 | STR or weapon |
| 1/2 | +0 | +0 | Throw w/ STR dmg |
| 1/2 | -1 | -2 | Knock target Prone |
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| | | | |
| | ½ ½ ½ ½† ½* ½† ½† 1 1 ½ ½ | ½ -2 ½ -1 ½† -3 ½* +0 ½† -2 ½† -v/10 1 var 1 +1 ½ -1 ½ +0 ½ +0 | ½ -2 +0 ½ -2 +0 ½ -1 -2 ½† -3 -4 ½* +0 -5 ½† -2 -2 ½† -v/10 -3 1 var ½ 1 +1 +0 ½ -1 -1 ½ +0 +0 ½ +0 +0 ½ +0 +0 |

| DEFENSES | | | |
|----------------|---------------|--|--|
| Туре | Amount/Effect | | |
| Normal PD | 15 | | |
| Resistant PD | 10 | | |
| Normal ED | 15 | | |
| Resistant ED | 10 | | |
| Mental Defense | 0 | | |
| Power Defense | 0 | | |
| Flash Defense | | | |
| | | | |
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| SENSES | |
|------------------------------------|------|
| Perception Roll (9+INT/5) _ | 16- |
| Enhanced and Unusual Ser | 1ses |
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| СОМВАТ МО | DIF | IERS | | |
|---|-------------|--------------|----------------|--|
| Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4 | 33-64 -6 | 65-125 -8 | 126-250 -10 | |
| Targeting Shot | OCV | Hit Lo | ocation | |
| Head Shot (Head to Shoulders |) -4 | 1d | 6+3 | |
| High Shot (Head to Vitals) | -2 | 2d | 2d6+1 | |
| Body Shot (Hands to Legs) | -1 | 2d | 2d6+4 | |
| Low Shot (Shoulders to Feet) | -2 | 2d6 | 6+7* | |
| Leg Shot (Vitals to Feet) | -4 | 1d6 | 5+12 | |
| * Treat a 19 as the | Feet lo | cation | | |

| MOVEMENT | | | | |
|---------------|--------|------------|--|--|
| Туре | Combat | Noncombat | | |
| Run (12m) | 12m | <u>24m</u> | | |
| Swim (4m) | 4m | 8m | | |
| H. Leap (4m) | 4m | 8m | | |
| V. Leap (2m) | 2m | 4m | | |
| <u>Flight</u> | 12m | 24m | | |
| Mayamant CEV | | | | |
| Movement SFX | | | | |

CHARACTER INFORMATION

Character Name Nightshade

Height 5'2" Weight 100 lbs

Hair color Black Eye color Blue



CAMPAIGN INFORMATION

Campaign Name <u>Outcasts</u> Genre <u>Superhero</u> Gamemaster <u>Sean Wijbrandus</u>

| SKI | LLS, PERKS, & TALE | NTS |
|------|--|------|
| Cost | Name | Roll |
| 0 | Everyman Skills | |
| 0 | 1) Acting | 8- |
| 0 | 2) Climbing | 8- |
| 0 | 3) Concealment | 8- |
| 0 | 4) Conversation | 8- |
| 0 | 5) Deduction | 8- |
| 0 | 6) Paramedics | 8- |
| 0 | 7) Persuasion | 8- |
| 0 | 8) Social Media Streamer: PS | 11- |
| 0 | 9) Shadowing | 8- |
| 0 | 10) Stealth | 8- |
| 0 | II) AK: The City | 8- |
| 0 | 12) English: Language: English (completely | |
| | fluent; literate) | |
| 0 | 13) Driving: TF: Custom Adder, Small | |
| | Motorized Ground Vehicles | |
| 3 | Computer Programming | 16- |
| 3 | Cryptography | 16- |
| 3 | Electronics | 16- |
| 3 | Security Systems | 16- |
| 4 | Language: Computer Programming (idioma | tic; |
| | literate) | |
| 3 | Forensic Medicine | 16- |
| | | |
| 3 | Computer Link (NSA Database Access) | |
| _5 | Money (Online Financial Access): Well Off | |
| _6_ | Contact: Hacker Collective (Contact has | |
| | Contact limited by identity, useful Skills | or |
| | resources) | 11- |
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| 33 | Total Skills, Perks, & Talents | Cost |

| POWERS AND EQUIPMENT | | | | |
|----------------------|------------------------|---|-----|--|
| Cost | Name | Power/Equipment | END | |
| 33 | Cyberkinesis Abilities | Multipower, 50-point reserve; all slots OIF (Electrical Source of Power; -½) (50 APs) | | |
| 3f | Electrical Overload | 1) Blast 8d6, Area Of Effect (2m Radius Explosion; +44); OIF (Electrical Source of Power; | | |
| | | -½) (50 APs) | _5_ | |
| 3f | Electrical Discharge | 2) Blast 10d6; OIF (Electrical Source of Power; -1/2) (50 APs) | _5_ | |
| 3f | Energy Cascade | 3) Blast 6d6, Indirect (Source Point can vary from use to use, path is from Source Point | | |
| | | to target; +½); OIF (Electrical Source of Power; -½) (45 APs) | _4_ | |
| 2f | Power Outage | 4) Drain BODY 5d6; No Range (-1/2), OIF (Electrical Source of Power; -1/2) (50 APs) | _5_ | |
| 2f | Electrical Blindness | 5) Sight, Radio and Hearing Groups Flash 8d6; Limited Power Power loses about half of | | |
| | | its effectiveness (Only versus Electronic Devices; -1), OIF (Electrical Source of Power; -1/2 |) | |
| | | (50 APs) | _5_ | |
| 20 | Programming Screen | Resistant Protection (10 PD/10 ED); Costs Endurance (-½) | _3_ | |
| 12 | Electrical Repulsion | Flight 12m | _1_ | |
| 30 | Advanced Programming | Mind Control 6d6 (Machine class of minds) | _3_ | |
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| 108 | Total Powers/Eq | uipment Cost | | |

MATCHING COMPLICATIONS (60)

| Cost | Complication | | |
|------|--|-------------|--|
| 15 | Psychological Complication: Dislike/Fear of Crowds (Common; Strong) | | |
| _10 | Psychological Complication: Social Media Addiction - must publicize activities (Common; Moderate) | | |
| _10 | Dependent NPC: Roger Mayweather - Criminal Lawyer (Father) Infrequently (Normal; Useful Noncombat Position or | | |
| l | Skills; Unaware of character's adventuring career/Secret ID) | nfrequently | |
| _10 | Dependent NPC: Amanda Mayweather - Surgeon (Mother) Infrequently (Normal; Useful Noncombat Position or Skills; | | |
| l | Unaware of character's adventuring career/Secret ID) | nfrequently | |
| 15 | Physical Complication: Underage Minor (Frequently; Slightly Impairing) | | |
| l | | | |
| l | | | |
| 60 | Total Complications Points | | |