

	<b>Identity</b>	<b>Player Information</b>	<b>500 Points</b>
	Name: <b>Jackeline Calin</b> Title: <b>Volt</b> Religion:	Player: <b>Anders</b> Campaign: Created On: <b>09-11-2010</b>	Attributes: <b>160</b> Advantages: <b>470</b> Disadvantages: <b>-150</b> Quirks: <b>-5</b> Skills: <b>25</b> Spells: <b>0</b> Race: <b>0</b> Earned: <b>0</b>
<b>Description</b>			
Race: <b>Human</b>	Height: <b>5' 6"</b>	Hair: <b>Platinum, Short</b>	
Gender: <b>Female</b>	Weight: <b>119 lb</b>	Eyes: <b>Blue</b>	
Age: <b>19</b>	Size: <b>+ 0</b>	Skin: <b>Tan</b>	
Birthday: <b>januar 12</b>	TL: <b>8</b>	Hand: <b>Right</b>	

<b>Attributes</b>	<b>Encumbrance, Move &amp; Dodge</b>	<b>Hit Location</b>	<b>Fatigue/Hit Points</b>																																																																																																																												
Strength (ST): <b>9</b> Dexterity (DX): <b>14</b> Intelligence (IQ): <b>12</b> Health (HT): <b>14</b> Will: <b>12</b> Fright Check: <b>16</b> Basic Speed: <b>7</b> Basic Move: <b>7</b> Perception: <b>12</b> Vision: <b>12</b> Hearing: <b>12</b> Taste & Smell: <b>12</b> Touch: <b>12</b> thr: <b>1d-2</b> sw: <b>1d-1</b>	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td><b>16 lb</b></td> <td><b>7</b></td> <td><b>15</b></td> </tr> <tr> <td>Light (1)</td> <td><b>32 lb</b></td> <td><b>5</b></td> <td><b>14</b></td> </tr> <tr> <td>Medium (2)</td> <td><b>48 lb</b></td> <td><b>4</b></td> <td><b>13</b></td> </tr> <tr> <td>Heavy (3)</td> <td><b>96 lb</b></td> <td><b>2</b></td> <td><b>12</b></td> </tr> <tr> <td>X-Heavy (4)</td> <td><b>160 lb</b></td> <td><b>1</b></td> <td><b>11</b></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting &amp; Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td><b>16 lb</b></td> </tr> <tr> <td>One-Handed Lift:</td> <td><b>32 lb</b></td> </tr> <tr> <td>Two-Handed Lift:</td> <td><b>128 lb</b></td> </tr> <tr> <td>Shove &amp; Knock Over:</td> <td><b>192 lb</b></td> </tr> <tr> <td>Running Shove &amp; Knock Over:</td> <td><b>384 lb</b></td> </tr> <tr> <td>Carry On Back:</td> <td><b>240 lb</b></td> </tr> <tr> <td>Shift Slightly:</td> <td><b>800 lb</b></td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	<b>16 lb</b>	<b>7</b>	<b>15</b>	Light (1)	<b>32 lb</b>	<b>5</b>	<b>14</b>	Medium (2)	<b>48 lb</b>	<b>4</b>	<b>13</b>	Heavy (3)	<b>96 lb</b>	<b>2</b>	<b>12</b>	X-Heavy (4)	<b>160 lb</b>	<b>1</b>	<b>11</b>	Lifting & Moving Things		Basic Lift:	<b>16 lb</b>	One-Handed Lift:	<b>32 lb</b>	Two-Handed Lift:	<b>128 lb</b>	Shove & Knock Over:	<b>192 lb</b>	Running Shove & Knock Over:	<b>384 lb</b>	Carry On Back:	<b>240 lb</b>	Shift Slightly:	<b>800 lb</b>	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>2</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>0</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>0</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>0</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>0</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>0</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>0</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	R. Leg	-2	0	8	R. Arm	-2	0	9-10	Torso	0	0	11	Groin	-3	0	12	L. Arm	-2	0	13-14	L. Leg	-2	0	15	Hand	-4	0	16	Foot	-4	0	17-18	Neck	-5	0	-	Vitals	-3	0	<table border="1"> <tbody> <tr> <td>Current FP:</td> <td></td> </tr> <tr> <td>Basic FP:</td> <td><b>14</b></td> </tr> <tr> <td>Tired:</td> <td><b>4</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Unconscious:</td> <td><b>-14</b></td> </tr> <tr> <td>Current HP:</td> <td></td> </tr> <tr> <td>Basic HP:</td> <td><b>9</b></td> </tr> <tr> <td>Reeling:</td> <td><b>2</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Check #1:</td> <td><b>-9</b></td> </tr> <tr> <td>Check #2:</td> <td><b>-18</b></td> </tr> <tr> <td>Check #3:</td> <td><b>-27</b></td> </tr> <tr> <td>Check #4:</td> <td><b>-36</b></td> </tr> <tr> <td>Dead:</td> <td><b>-45</b></td> </tr> </tbody> </table>	Current FP:		Basic FP:	<b>14</b>	Tired:	<b>4</b>	Collapse:	<b>0</b>	Unconscious:	<b>-14</b>	Current HP:		Basic HP:	<b>9</b>	Reeling:	<b>2</b>	Collapse:	<b>0</b>	Check #1:	<b>-9</b>	Check #2:	<b>-18</b>	Check #3:	<b>-27</b>	Check #4:	<b>-36</b>	Dead:	<b>-45</b>
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<b>Advantages &amp; Disadvantages</b>	<b>Pts</b>	<b>Ref</b>	<b>Skills</b>	<b>SL</b>	<b>RSL</b>	<b>Pts</b>	<b>Ref</b>
<b>Electricity Talent 4</b>	<b>20</b>	<b>P126</b>	<b>Innate Attack (Beam)</b>	<b>20</b>	<b>DX+6</b>	<b>4</b>	<b>B201</b>
<b>Electricity</b>	<b>418</b>	<b>P126</b>	<b>Aerobatics</b>	<b>16</b>	<b>DX+2</b>	<b>1</b>	<b>B174</b>
Power modifier (Elemental / Super), -20%.			<b>Judo</b>	<b>14</b>	<b>DX+0</b>	<b>4</b>	<b>B203</b>
<b>Electrogenesis</b>	<b>271</b>		<b>Swimming</b>	<b>14</b>	<b>HT+0</b>	<b>1</b>	<b>B224</b>
<b>Create Electricity 10</b>	<b>160</b>	<b>P92</b>	<b>H4xx0r/TL8</b>				
<b>Lightning Bolt (IA: Burn) 10</b>	<b>160</b>	<b>B61</b>	<b>Computer Hacking</b>	<b>15</b>	<b>IQ+3</b>	<b>4</b>	<b>B184</b>
Surge, +20%; Armor Divisor (5), +150%; Side Effect:Stun, +50%; No ½D, +15%; Increased Range, +10%; Inaccurate 3, -15%; Ricochet, +10%; Variable, +5%; Nuisance Effect, -5%.			<b>Computer Operation</b>	<b>16</b>	<b>IQ+4</b>	<b>1</b>	<b>B184</b>
<b>Ball Lightning (IA: Burn) 14</b>	<b>158</b>	<b>B61</b>	<b>Computer Programming</b>	<b>15</b>	<b>IQ+3</b>	<b>2</b>	<b>B184</b>
Area Effect 1, +50%; Surge, +20%; Variable, +5%; Side Effect: Stun, +50%; No ½D, +15%; Increased Range, +10%; Inaccurate 3, -15%; Selective Area, +20%; Nuisance Effect, -5%; Low Incendiary Effect, -5%.			<b>Cryptography</b>	<b>14</b>	<b>IQ+2</b>	<b>1</b>	<b>B186</b>
<b>EMP (IA: Burn) 4</b>	<b>87</b>	<b>B61</b>	<b>Electronics Repair</b>	<b>16</b>	<b>IQ+4</b>	<b>2</b>	<b>B190</b>
Side Effect: Unconsciousness, +250%; Surge (Arching), +100%; No Wounding, -50%; No ½D, +15%; Increased Range, +10%; Cone (2 yards), +70%; Variable, +5%; Electrical Only, -20%; No Incendiary Effect, -10%; Inaccurate, -15%.			Computer				
<b>EMD Pulse (IA: Burn) 4</b>	<b>83</b>	<b>B61</b>	<b>Expert Skill</b>	<b>14</b>	<b>IQ+2</b>	<b>1</b>	<b>B193</b>
Side Effect:Seizure, +150%; No Wounding, -50%; No ½D, +15%; Increased Range, +10%; Cone:2 yards (Contact Agent), +220%; Variable, +5%; Selective Area, +20%; Living Beings Only, -10%; No Incendiary Effect, -10%; Inaccurate 3, -15%.			Computer Security				
<b>Electrified Skin (Affliction) 3</b>	<b>60</b>	<b>B35</b>	<b>Research</b>	<b>15</b>	<b>IQ+3</b>	<b>1</b>	<b>B217</b>
Aura, +50%; Secondary Effect (Heart Attack), +60%; Selective, +10%.			<b>Speed-Reading</b>	<b>11</b>	<b>IQ-1</b>	<b>1</b>	<b>B222</b>
<b>Static Shield (Enhanced Dodge) 4</b>	<b>48</b>	<b>B51</b>	<b>Sex Appeal</b>	<b>14</b>	<b>HT+0</b>	<b>1</b>	<b>B219</b>
<b>Ride the Currents (Flight) 21</b>	<b>38</b>	<b>B56</b>	<b>Expert Skill (Electricity)</b>	<b>14</b>	<b>IQ+2</b>	<b>1</b>	<b>B193</b>
Planetary, -5%; Nuisance Effect (Static), -5%.							

