| Character Name _ | Nemesis |
|-------------------------|--------------------|
| Alternate Identities | Anastasia Romanova |
| Player Name | Robert Isenberg |



| | CHAR/ | CTERIS | TICS |
|-------|-------|--------|-------------------|
| Val | Char | Points | Roll |
| _60 | STR | 20 | <u>21-</u> |
| 18 | DEX | 16 | <u>13-</u> |
| _ 30 | CON | 20 | <u>15-</u> |
| _13 | INT | 3 | 12- |
| 13 | EG0 | 3 | 12- |
| 18 | PRE | | <u>13-</u> |
| 9/10 | OCV | 30 | |
| 6 | DCV | 15 | |
| _1 | OMCV | 6 | |
| 3 | DMCV | 0 | |
| 6 | SPD | 10 | |
| 10/25 | PD | 8 | |
| 10/25 | ED | 8 | |
| 10 | REC | 6 | |
| _ 55 | END | 7 | |
| 13 | BODY | 3 | Total Cost |
| _60 | STUN | 20 | 167 |
| L | | | |

| CURRENT STATUS | | | |
|----------------|---------|---------|--|
| | Maximum | Current | |
| END | 55 | | |
| BODY | 13 | | |
| STUN | 60 | | |
| l | | | |

| VITAL INFORMATION |
|--|
| HTH damage (STR/5)d6 12d6 |
| Lift 102.4tons STR END Cost 2 |
| Phases 1 2 3 4 5 6 7 8 9 10 11 12 |
| Base OCV <u>9/10</u> Base DCV <u>6</u> |
| Base OMCV1_ Base DMCV3_ |
| Combat Skill Levels |
| |
| |
| |
| Presence Attack (PRE/5)d6 3 ½d6 |

| SIX IN EDITION | | | |
|--------------------------------|-----|--|--|
| EXPERIENCE POINTS | | | |
| Total Points | 403 | | |
| Total Experience Earned | 4 | | |
| Experience Spent | 3 | | |
| Experience Unspent | 1 | | |

| | HIT LO | CA | ΓΙΟΝ | I CH | AF | ₹T |
|-------------|-----------|-----------|-----------|-----------|-----------|----|
| 3d6 Roll | Location | STUN X | N STUN | BODY x | To Hit | |
| 3-5 | Head | х5 | x2 | x2 | -8 | |
| 6 | Hands | x1 | X½ | X½ | -6 | / |
| 7-8 | Arms | x2 | X½ | X1/2 | -5 | / |
| 9 | Shoulders | хЗ | x1 | x1 | -5 | / |
| 10-11 | Chest | хЗ | x1 | x1 | -3 | /_ |
| 12 | Stomach | x4 | x1½ | x1 | -7 | / |
| 13 | Vitals | x4 | x1½ | x2 | -8 | /_ |
| 14 | Thighs | x2 | x1 | x1 | -4 | / |
| 15-16 | Legs | x2 | X½ | X½ | -6 | / |
| 17-18 | Feet | x1 | X½ | X½ | -8 | / |
| l , | | | Avei | age D | ef_ | |
| DCV N | /lodifier | | Tota | l Weig | jht . | |
| Armo | r Notes | | | | | |

| ATT | ACK | S 8 | & M | IANEUVERS |
|-----------------|-------|-------|-----|---|
| Maneuver | Phase | OCV | DCV | Effects |
| Block | 1/2 | +0 | +0 | Block, abort |
| Brace | 0 | +2 | 1/2 | +2 OCV vs R. Mod. |
| Disarm | 1/2 | -2 | +0 | Disarm, STR v. STR |
| Dodge | 1/2 | _ | +3 | Abort, vs. all attacks |
| Grab | 1/2 | -1 | -2 | Grab 2 limbs |
| Grab By | 1/2† | -3 | -4 | Move & Grab; $+(v/10)$ to STR |
| Haymaker | 1/2* | +0 | -5 | +4 DCs to attack |
| Move By | 1/2† | -2 | -2 | STR/2 + v/10; you take $1/3$ |
| Move Through | 1/2† | -v/10 | -3 | STR + v/6; you take $\frac{1}{2}$ or full |
| Multiple Attack | . 1 | var | 1/2 | Attack multiple times |
| Set | 1 | +1 | +0 | Ranged attacks only |
| Shove | 1/2 | -1 | -1 | Push 1m per 5 STR |
| Strike | 1/2 | +0 | +0 | STR or weapon |
| Throw | 1/2 | +0 | +0 | Throw w/ STR dmg |
| Trip | 1/2 | -1 | -2 | Knock target Prone |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

| DEFENSES | | | |
|----------------|---------------|--|--|
| Туре | Amount/Effect | | |
| Normal PD | 10/25 | | |
| Resistant PD | 0/15 | | |
| Normal ED | 10/25 | | |
| Resistant ED | 0/15 | | |
| Mental Defense | 0 | | |
| Power Defense | 0 | | |
| Flash Defense | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| SENSES |
|------------------------------------|
| Perception Roll (9+INT/5)12 |
| Enhanced and Unusual Senses |
| Detect and read/ analyze magic A L |
| |
| |
| |
| |

| 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 | 6+1 |
| Body Shot (Hands to Legs) | -1 | 2d | 6+4 |
| Low Shot (Shoulders to Feet) | -2 | 2d | 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) | 26m | 52m | |
| Swim (4m) | | | |
| H. Leap (4m) | 38m | 76m | |
| V. Leap (2m) | 19m | 38m | |
| | | | |
| | | | |
| | | | |
| Movement SFX | | | |

CHARACTER INFORMATION

| Character Name Nemesis | | | | |
|------------------------|------------------------|--|--|--|
| Height 1.65 m | Weight <u>54.00 kg</u> | | | |
| Hair color <u>red</u> | Eye color Blue | | | |



| CAMPAIGN INFORMATION | |
|----------------------|---|
| Campaign Name | _ |
| Genre Supers | _ |
| Gamemaster | _ |
| | |

SKILLS, PERKS, & TALENTS **Cost Name** Appearance 3 1) Acting 13-3 2) Charm 13-0 Dex skills 0 Int based 0 general _____ 3 1) Power: magic skill 11-3 Scholar 1 1) KS: Magical Artifacts 11-1 2) KS: Monsters encountered in the past _____5000 yrs and written about ______ 11-__ 1 3) KS: Occult History 11-1 4) KS: World history 11-0 everyman skills 0 1) Climbing 8-0 2) Deduction 8-0 3) Language: English (completely fluent; literate) 0 4) Paramedics 8-0 5) Persuasion 8-0 6) PS: model 11-0 7) Shadowing 8-0 8) TF: Everyman Skill, Small Motorized Ground Vehicles 0 9) AK 8-4 +3/+3d6 Striking Appearance (vs. all characters)

Total Skills, Perks, & Talents Cost

| Cost 45 | Name | Power/Equipment Resistant Protection (IS PD/IS ED) | END |
|----------------|---|---|-----|
| 30 | Permanent Haste spell | +3 SPD | |
| 36 | ' | Life Support (Eating:only once per week; Immunity All terrestrial diseases and poisons; Immortal; Safe in High Pressure; Radiation; Intense Cold; Heat in Low Pressure/Vacuum; Self-Contained Breathing; only has to sleep 8 hours per week) (36 Act Pts) | |
| 29 | Smackin something | +30 STR, Reduced Endurance (½ END; +¼) (44 APs); Conditional Power Power does not work in Uncommon Circumstances (Not in intense cold; -¼) (Modifiers affect Base Characteristic) | 1 |
| 10 | Golem body | all slots Unified Power (-14) 1) Shape Shift (Sight, Hearing, Smell/Taste and Touch Groups, limited group of shapes), Imitation, Costs END Only To Change Shape (+1/4) (44 APs); Increased Endurance Cost (x10 END; -2), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4), Restrainable (-14), Unified Power (-14) | 30 |
| 6 | Tongues spell | 2) Universal Translator 16- (24 APs); Increased Endurance Cost (x5 END; Treat as x10 end cost; -2), Costs Endurance (Only Costs END to Activate; -4), Extra Time (Full Phase, Only to Activate, -4), Unified Power (-4) | 10 |
| 4 | Library of the ages(plucking the right book from thin air} | 3) +2 with all Non-Combat Skills (20 APs); Increased Endurance Cost (x5 END; -2), | 10 |
| 10 | gems of seeing | 4) Detect and read/ analyze magic A Large Class Of Things 12- (Unusual Group), Discriminatory, Range, Sense, Targeting (32 APs); Increased Endurance Cost (x3 END; real end cost as x5; -1), Lockout from normal vision (-1/2), Extra Time (Full Phase, Only to Activate, -1/4), Costs Endurance (Only Costs END to Activate; -1/4), Unified Power (-1/4) | 9 |
| 6 If | Multi-function hands | Multipower, 10-point reserve, (10 APs); all slots Restrainable (-½), Unified Power (-¼) 1) Clinging (normal STR) (10 APs); Restrainable (-½), Unified Power (-¼) | |
| if | Bastard sword from her hand | 2) HKA1 point (4d6+1 w/5TR) (5 APs), Restrainable (-½), Unified Power (-¼) plus +I OCV (5 APs); Restrainable (-½), Unified Power (-¼) | 1 |
| lf If | Predictive magic Fire to reforge herself | 3) +2 OCV (10 APs); Restrainable (-½), Unified Power (-¼) 4) Healing BODY I point, Decreased Re-use Duration (1 Turn; +1 ½) (7 APs); Restrainable (-½), Unified Power (-¼) | 1 |
| 16 If If | Magic from Boots of S | Multipower, 20-point reserve, (20 APs); all slots Unified Power (-4) 1) Running +14m (26m total), Reduced Endurance (½ END; +¼) (20 APs); Unified Power (-4) 2) Leaping +38m (38m forward, 19m upward) (19 APs); Unified Power (-4) | 1 2 |
| lf .c | | 3) Running 4m, x8 Noncombat, Usable [As Second Mode Of Movement] (Leaping; +/4) (20 APs); Unified Power (-/4) | 2 |
| lf 8 | | 4) Knockback Resistance - 19m (19 APs); Unified Power (-14) Multipower, 26-point reserve, (26 APs); all slots Increased Endurance Cost (x5 END; treat | |
| o If | Magics to alter self | as x10 for end; -2), Unified Power (-1/4) | |
| " | Bright Sunlight/Intense Magnetic field/Wyld magic/Cold Iron | 1) Change Environment (-1 to Characteristic Roll or Skill Roll, Varying Combat Effects), Area Of Effect (4m Radius; +¼), Costs Endurance Only To Activate (+¼), Variable Special Effects (Any SFX; +½) (26 APs); Increased Endurance Cost (x5 END; treat as x10 for end; -2), Unified Power (-¼) | 10 |

ZII Total Powers/Equipment Cost

| MATCHING | COMPL | LICATION | IS (| 75 |) |
|----------|-------|----------|------|----|---|
| | | | | | |
| | | | | | |

| st | Complication | |
|----|--|--------------|
| _ | Distinctive Features: Detects as magical (Not Concealable; Noticed and Recognizable; Detectable By Uncommonly-U Senses) | lsed |
| | Hunted: DEMON(she is a magical artifact) Infrequently (Mo Pow; Harshly Punish) | Infrequently |
| _ | Hunted: Magic artifact seekers Infrequently (Mo Pow; Harshly Punish) | Infrequently |
| _ | Physical Complication: she has no organs (normal healing powers have no effect on her Iron Golem body (Infrequent Slightly Impairing) | y; |
| _ | Psychological Complication: protective of the inocent (Common; Strong) | |
| | Psychological Complication: dislike of killing (Common; Moderate) | |

Character Name Nemesis

Alternate Identities Anastasia Romanova Player Name Robert Isenberg



| Cost | Name | , | ENI |
|------|----------------------|---|----------|
| | Magics to alter self | (continued) | |
| 1f | Gates to Hell | 2) Killing Attack - Ranged I point, Area Of Effect (2m Surface; +¼), Costs Endurance Only To Activate (+¼), Personal Immunity (+¼), Variable Special Effects (Limited Group of SFX; Hot or Cold; +¼), Constant (+½), Penetrating (x4; +2) (22 APs); Increased Endurance Cost (x5 END; treat as x10 for end; -2), Leaves A Trail (-¼*), Unified Power (-¼) |), 10 |
| lv | Hot/cold as hell | 3) Change Environment (+3 Temperature Level Adjustment), Costs Endurance Only To Activate (+4), Varying Effect Very Limited Group (hot or cold; +4), Area Of Effect (64m Radius; +1 ¼) (25 APs); Increased Endurance Cost (x5 END; treat as x10 for end; -2), No Range (-½), Unified Power (-¼) | 10 |