❋ Sandcaster ❋

Birth Name: Anne Marie Vincenne
Player: Jessica Orsini
Series: N!Prime

Nature: Architect
Allegiance: Municipal Defender, Boise, Idaho
Eruption: Nuclear Reactor Accident 8/3/02

Sex: Female
Ht/Wt/DOB: 5'6", 115 lbs, 2/29/72
Hair/Eyes: Blonde, Blue XP: Total=784, Balance=0 (9/1/16)

PHYSICAL	Standard	*Mega*
STR	●●●●○	*●○○○○*
Brawl	●●●○○	
Might	●○○○○	
Throwing	○○○○○	
Precision		*●○○○○*
DEX	●●●●○	*●○○○○*
Archery	○○○○○	
Athletics	●●●●○	
Drive	●○○○○	
Firearms	●○○○○	
Gunnery	○○○○○	
Heavy Weapons	○○○○○	
Legerdemain	○○○○○	
Martial Arts	●●●○○	
Melee	○○○○○	
Pilot	○○○○○	
Ride	○○○○○	
Stealth	●○○○○	
Flexibility		*●○○○○*
STA	●●●●○	*●●●○○*
Endurance	●●●●●	
Resistance	●●●●○	
Durability		*●○○○○*
Regeneration		*●○○○○*
Resilience		*●●○○○*

MENTAL	Standard	*Mega*
PER	●●●●○	*●●●○○*
Artillery	○○○○○	
Awareness	●●●●○	
Investigation	●●●●○	
Navigation	●○○○○	
Crystalsight		*●○○○○*
Electromagnetic Vision: UV, IR, x10 scope		
INT	●●●●●	*●●●●○*
Academics	●●●●●	
Analysis	●●●○○	
Bureaucracy	●●●●●	
Computer	●●●○○	
Demolitions	○○○○○	
Engineering	○○○○○	
Gambling	○○○○○	
Intrusion	●●○○○	
Linguistics	○○○○○	
Medicine	○○○○○	
Science	●●●○○	
Survival	○○○○○	
Tradecraft	●○○○○	
Analyze Weakness		*●○○○○*
Taint Resistance		*●○○○○*
WIT	●●●●○	*●●●●○*
Arts	●○○○○	
Biz	●●●○○	
Meditation	●○○○○	
Rapport	●●●○○	
Shadowing	●●●○○	
Tactics	●●●●○	
Weave	○○○○○	
Lie Detector		*●○○○○*
Quickness		*●○○○○*
SPECIAL		
Thought Discipline	○○○○○	

SOCIAL	Standard	*Mega*
APP	●●●○○	*○○○○○*
Disguise	○○○○○	
Intimidation	●●●●○	
Style	●●○○○	
MAN	●●●○○	*○○○○○*
Diplomacy	●●●●○	
Hypnosis	○○○○○	
Interrogation	●●●○○	
Seduction	○○○○○	
Streetwise	●●●○○	
Subterfuge	●●○○○	
CHA	●●●○○	*●●○○○*
Animal Training	○○○○○	
Carousing	○○○○○	
Command	●●●●●	
Etiquette	●●●●○	
Instruction	●●●●○	
Perform	●●○○○	
Center of Attention		*●○○○○*

MOVEMENT

Walk	7 m
Run	DEX + 12 m
Sprint	(DEXx3) + 20 m
Fly	
Other	

QUANTUM POWERS

Power	*Extras*	*Level*	*Points*
Sandblast		*2*	*●●●●○*
Quantum Bolt: See Attack for system, effect as a sandblaster			
Sandcastle		*2*	*●●●●●*
Matter Creation: 9+4 pool, 10^{N-1}kg sand only, 10m range, no Perm, 3hr			
Sandclaws		*1*	*●●○○○*
Claws: See Attack for system			
Sandshape		*3*	*●●●●●*
Elemental Mastery - Sand			
Imprison: 9+4 pool, Might = 2 x successes, 100m range, Maint.			
Propel: Fly via jets of sand from the palms, 30m/action or 200km/h			
Shaping: 9+4 pool, 50m range, Maintenance			
Sandshield	*Wall*	*3*	*●●●○○*
Force Field: 7+3 pool, 2xN extra soak, Maintenance			
Sandskin		*1*	*●●●●●*
Body Modification: Health – 3 Bruised and 4 Maimed			
Sandstone		*2*	*●●●●●*
Armor			

QUANTUM POOL: 50 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Backgrounds

Allies	●○○○○
Attunement	●●○○○
Contacts	●●○○○
Node	●●●○○
Resources	●●●○○

Aberrations

Sandpaper Skin

Merits & Flaws

Quantum Recovery ●●●○○

Soak

	Bashing	Lethal
Base:	16	8
Eufiber:		
Armor:	15	15
Force Field:	5 + 2(STA + Force Field)	
TOTAL:	31	23

Initiative: 12

Willpower

●●●●● ●●●○○
□□□□□ □□□□□

Taint

●●●●○ ○○○○○
□□□□□ □□□□□

Quantum

●●●●● ○○○○○

Health

B	L	Level	Mod
○	□	Bruised	--
Extra B ○○○○		Extra L □□□□	
○	□	Hurt	--
○	□	Injured	--
○	□	Wounded	--
○	□	Maimed	--
Extra B ○○○○		Extra L □□□□	
○	□	Crippled	-1
○	□	Incapacitated	
○	□	Dead	

Attack	Difficulty	Accuracy	Damage	Special
Clinch	normal	STR+Brawl -or- DEX+Martial Arts	STR+2 Bashing	resisted Brawl or Martial Arts to escape
Disarm	+1 (+2 if unarmed)	DEX+Martial Arts -or- DEX+Melee	STR Bashing	if ≤ opponent's STR; otherwise, disarm & 0 damage
Hold	normal	STR+Brawl -or- DEX+Martial Arts	none	resisted Brawl or Martial Arts to escape
Kick	+1	STR+Brawl -or- DEX+Martial Arts	STR+3 Bashing	
Strike	normal	STR+Brawl -or- DEX+Martial Arts	STR+2 Bashing	
Sweep	normal	DEX+Martial Arts -or- DEX+Melee	STR+1 Bashing	Athletics at +3difficulty or knockdown
Tackle	+1	STR+Brawl	STR+3 Bashing	Athletics at +2difficulty or knockdown
Throw	+1	STR+Brawl -or- DEX+Martial Arts	STR+1 Bashing	auto-knockdown & 1d10 damage/meter thrown
Sandblast	normal	DEX+Sandblast	15 levels + 16 dice Bashing	Range 135m
Sandclaws	per attack type	per attack type	per attack type +1, Lethal	