

Character Name: **The lambra**
 AKA: Olivia d'Alembert, Thalia Olivetti
 Genre: Superheroic
 Campaign: **TASK FORCE:TNG**



CHARACTERISTICS

Val	Char	Base	Cost	Roll
30	STR	10	20	15-
29	DEX	10	38	15-
28	CON	10	18	15-
18	INT	10	8	13-
28	EGO	10	18	15-
30	PRE	10	20	15-
10	OCV	3	35	
10	DCV	3	35	
10	OMCV	3	21	
10	DMCV	3	21	
27/37	PD	2	4	
26/36	ED	2	3	
5	SPD	2.0	30	
15	REC	4	11	
95	END	20	15	
15	BODY	10	5	
60	STUN	20	20	
15m	Run	12	3	
7m	Swim	4	2	
4m	Leap	4	0	
Total 327				

Summary
 Lift: 1600.0kg
 Initiative: 29
 Stun Threshold: 28
 Perception Roll: 13-
 PRE Attack: 6d6
 STR Dmg: 6d6
 STR END: 3

27/37 PD • 21/31 Res. PD
 26/36 ED • 21/31 Res. ED
 Phases: 3, 5, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	400
Spent:	400
Unspent:	0
Base Points:	500
Complication Points:	75
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Characteristic Points:	327
Power Points:	330
Talent Points:	33
Martial Art Points:	24
Skill Points:	106
Perk Points:	80
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Total Points:	900

MOVEMENT

Type	Top Speed
Run	15m [30m NC]
Swim	7m [14m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	40m [80m NC]

INFORMATION

Eye Color: Brown
Hair Color: Brown
Height: 1.82 m
Weight: 70.00 kg

Background
 Actress in 1800's London (Victoria d'Alembert)
 Photographer/Journalist between WW1 and WW2 (Thalia Olivetti)
 Cover model for 1989 SI Swimsuit issue - photoshoot done totally underwater
 Recurring role in the Soap Opera "To Save The World" -- as a supervillainess
 Played Electron in "The Battle of Detroit" -- first met Ted Jameson while researching that role. It was love at first sight. Okay, technically, they fell in love during the events of 'The Secret of Arcadia' back in 1985...
 Child with Ted late 2013 (Nicole), and again in 2015 (Craig?)

Personality

Never expected to fall in love with LTG Jameson. Made all the more better because Ted is now functionally Emphyrean due to his exposure to the Speed Zone.

Quotes

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COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone
Martial Disarm	1/2	-1	+1	Disarm; 40 STR to Disarm
Kidney Blow	1/2	-2	+0	HKA 3d6 +1
Low Blow	1/2	-1	+1	2d6 NND
Backhand Strike	1/2	+0	+2	8d6 Strike
Two-Fisted Strike	1/2	-2	+1	10d6 Strike
Throw	1/2	+0	+1	6d6 +v/5, Target Falls

ATTACK POWERS

Name	Effect	END
	(30 STR) Telekinesis	4
	6d6 Drain	6
	6d6 Drain	6
	6d6 Drain	6
	(40 STR) Telekinesis	6
	12d6 Mental Illusions	3
Mental Paralysis	3d6, 3 PD/3 ED Entangle	3
Neural Blindness	5d6 Flash	3

DEFENSE POWERS

Name	Effect	Defense	END
Lucky Warrior	Combat Luck	7	
Empyrean Metabolism	Compound Power	0	0
	Mental Defense	20	0

SENSORY POWERS

Name	Effect	END
Link to teammates	Mind Link	0
	13- Detect	0
	12d6 Telepathy	3

EQUIPMENT

Item	Stats	Range	END
Armor	Compound Power		0
Light Amplifiers	Nightvision		0

COMBAT STATS

Type	Base/Total	Current	Vitals
Stunned Threshold	28		STUN:
Melee Damage	6d6		
Physical Defense	27/37		/60
Res. Phys. Defense	21/31		END:
Energy Defense	26/36		
Res. Energy Defense	21/31		/95
Mental Defense	20		BODY:
Power Defense	20		/15

COMBAT VALUES

OCV: 10	DCV: 10
OMCV: 10	DMCV: 10
Initiative and Action Phases	
DEX: 29	Action Phases: 3, 5, 8, 10, 12

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10
Targeting Shot						
				OCV		Hit Location
	Head Shot (Head to Shoulders)			-4		1D6+3
	High Shot (Head to Vitals)			-2		2D6+1
	Body Shot (Hands to Legs)			-1		2D6+4
	Low Shot (Shoulders to Feet)			-2		2D6+7*
	Leg Shot (Vitals to Feet)			-4		1D6+12
*Treat a 19 as the Feet location						

HIT LOCATIONS

3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	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

Item	Stats	Range END
Polarized Lenses	(10 points) Flash Defense	0
Noise-canceling earbuds	(10 points) Flash Defense	0
Now with Bluetooth (TM)	High Range Radio Perception	0
Camcorder	Eidetic Memory	

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POWERS

END	Description	Cost
	<i>Empyrean Gravity Control</i> , all slots Unified Power (-1/4) Notes: <i>Bob Hawkins believes this is biologically-generated electrogravitics</i>	
	1) Lucky Warrior: Combat Luck (21 PD/21 ED) (42 Active Points); Unified Power (-1/4)	34
4	2) Flight 40m (40 Active Points); Unified Power (-1/4)	32
4	3) Telekinesis (30 STR) (45 Active Points); Unified Power (-1/4)	36
0	Empyrean Metabolism: (Total: 36 Active Cost, 24 Real Cost) Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: Immortal; Self-Contained Breathing) (26 Active Points); Always On (-1/2) (Real Cost: 17)	24
	PLUS Power Defense (10 points) (10 Active Points); Linked (Life Support; -1/2) (Real Cost: 7)	
	Subconscious Psychokinesis: Variable Power Pool (Magic Pool), 20 base + 60 control cost, No Skill Roll Required (+1), Powers Can Be Changed As A Zero-Phase Action (+1) (110 Active Points); all slots No Conscious Control (-2)	50
6	1) Drain OCV 6d6 (60 Active Points); No Conscious Control (-2) Real Cost: 20	0
6	2) Drain DCV 6d6 (60 Active Points); No Conscious Control (-2) Real Cost: 20	0
6	3) Drain DEX 6d6 (60 Active Points); No Conscious Control (-2) Real Cost: 20	0
0	4) Luck 12d6 (60 Active Points); No Conscious Control (-2) Real Cost: 20	0
6	5) Telekinesis (40 STR) (60 Active Points); No Conscious Control (-2) Real Cost: 20	0
	<i>Empyrean Psionics</i> , all slots Unified Power (Psionic Powers; -1/4)	
0	1) Mental Defense (20 points total), Hardened (+1/4) (25 Active Points); Unified Power (Psionic Powers; -1/4)	20
0	2) Link to teammates: Mind Link , One Specific Mind, Any distance, No LOS Needed, Number of Minds (x8) (35 Active Points); Unified Power (Psionic Powers; -1/4)	28
0	3) Detect Minds 13- (Mental Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Sense, Targeting (30 Active Points); Unified Power (Psionic Powers; -1/4)	24
	Psionic Powers: Multipower, 75-point reserve, (75 Active Points); all slots Unified Power (Empyrean Psionics; -1/4)	60
3	1) Telepathy 12d6, Reduced Endurance (1/2 END; +1/4) (75 Active Points); Unified Power (Empyrean Psionics; -1/4)	6f
3	2) Mental Illusions 12d6, Reduced Endurance (1/2 END; +1/4) (75 Active Points); Unified Power (Empyrean Psionics; -1/4)	6f
3	3) Mental Paralysis: Entangle 3d6, 3 PD/3 ED, Alternate Combat Value (uses OMCV against DMCV; +1/4), Works Against EGO, Not STR (+1/4), Reduced Endurance (1/2 END; +1/4), Takes No Damage From Physical Attacks (see 6E1 p217; +3/4) (75 Active Points); Mental Defense Adds To EGO (-1/2), Unified Power (Empyrean Psionics; -1/4)	4f
3	4) Neural Blindness: Sight, Hearing, Mental, Smell/Taste and Touch Groups and Combat Sense Flash 5d6, Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4), Reduced Endurance (1/2 END; +1/4) (75 Active Points); Unified Power (Empyrean Psionics; -1/4)	6f
	Total Powers Cost	330

EQUIPMENT

END	Item	Cost
0	Armor: (Total: 76 Active Cost, 51 Real Cost) Resistant Protection (10 PD/10 ED/10 Power Defense), Hardened (+1/4), Impenetrable (+1/4) (67 Active Points); OIF (-1/2) (Real Cost: 45) plus Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (-1/2) (Real Cost: 6) Notes: <i>Standard ProStar Tactical Armor. Their second best-selling product.</i>	\$51

Mask, all slots OIF (-1/2), Unified Power (-1/4) \$22
Notes: Modified ProStar Tactical Goggles. Their best-selling product.

- 0 1) **Light Amplifiers:** Nightvision (5 Active Points); OIF (-1/2), Unified Power (-1/4)
- 0 2) **Polarized Lenses:** Sight Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)
- 0 3) **Noise-canceling earbuds:** Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)
- 0 4) **Now with Bluetooth (TM):** High Range Radio Perception (Radio Group) (12 Active Points); OIF (-1/2), Unified Power (-1/4)

Camcorder: Eidetic Memory (5 Active Points); OIF (-1/2) \$3

TALENTS

Description	Cost
Environmental Movement (no penalties underwater)	4
+3/+3d6 Striking Appearance (vs. all characters)	9
Universal Translator 13-	20
Total Talents Cost	33

MARTIAL ARTS

Description	Cost
Martial Arts: Cinematic Brawling	
1) Martial Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 40 STR to Disarm	4
2) Kidney Blow 1/2 Phase, -2 OCV, +0 DCV, HKA 3d6 +1	4
3) Low Blow 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND	4
4) Backhand Strike 1/2 Phase, +0 OCV, +2 DCV, 8d6 Strike	4
5) Two-Fisted Strike 1/2 Phase, -2 OCV, +1 DCV, 10d6 Strike	5
6) Throw 1/2 Phase, +0 OCV, +1 DCV, 6d6 +v/5, Target Falls	3
Total Martial Arts Cost	24

Thelambra**SKILLS**

Roll	Description	Cost
15-	Acting	3
15-	Breakfall	3
15-	Bribery	3
15-	Charm	3
15-	Combat Driving	3
15-	Conversation	3
13-	Disguise	3
15-	High Society	3
13-	Mimicry	3
15-	Persuasion	3
13-	Survival (Marine, Tropical, Desert)	6
15-	Trading	3
13-	Ventriloquism	3
	TF: Common Motorized Ground Vehicles, Equines, Small Motorized Boats, Small Planes, Small Wind-Powered Boats, Two-Wheeled Muscle-Powered Ground Vehicles	6
	Linguist	3
	1) Language: Cantonese (basic conversation)	1
	2) Language: English (idiomatic) (4 Active Points)	3
	3) Language: French (idiomatic) (4 Active Points)	3
	4) Language: Italian (completely fluent) (3 Active Points)	2
	5) Language: Mandarin (basic conversation)	1
	6) Language: Ngala (basic conversation)	1
	7) Language: Portugese (fluent conversation) (2 Active Points)	1
	8) Language: Spanish (completely fluent) (3 Active Points)	2
	9) Language: Swahili (basic conversation)	1
	10) Language: Thai (basic conversation)	1
	11) Language: Xhosa (basic conversation)	1
	12) Language: Zulu (basic conversation)	1
	Jack of All Trades	3
13-	1) PS: Journalism (3 Active Points)	2
11-	2) PS: Modeling (2 Active Points)	1
13-	3) PS: Musician (3 Active Points)	2
13-	4) PS: Photographer (3 Active Points)	2
	Traveler	3
12-	1) AK: Africa (3 Active Points)	2
13-	2) AK: Caribbean (4 Active Points)	3
11-	3) AK: Great Barrier Reef (2 Active Points)	1
13-	4) AK: South Pacific (4 Active Points)	3
11-	5) CK: Bangkok (2 Active Points)	1
11-	6) CK: Hong Kong (2 Active Points)	1
11-	7) CK: London (2 Active Points)	1
11-	8) CK: Los Angeles (2 Active Points)	1
11-	9) CK: Mumbai (2 Active Points)	1
11-	10) CK: New York City (2 Active Points)	1
11-	11) CK: Paris (2 Active Points)	1

11-	12)	CK: Rio de Janeiro (2 Active Points)	1
11-	13)	CK: Shanghai (2 Active Points)	1
11-	14)	CK: Singapore (2 Active Points)	1
13-	15)	CuK: Emphyreans (3 Active Points)	2
11-	16)	CuK: French (2 Active Points)	1
11-	17)	CuK: Polynesia (2 Active Points)	1
11-	18)	CuK: Victorian England (2 Active Points)	1

Total Skills Cost 106

PERKS

Description	Cost
The Emphyreans: Contact (Contact has very useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3) (18 Active Points) 11-	18
Fringe Benefit: International Driver's License, Passport, Press Pass	3
Reputation: Supermodel wife of PRIMUS Director (A large group) 14-, +3/+3d6	9
Equipment Points: 100	10
DFW, Estes Park, or Necker Island: 3 Bases of up to 900 points <i>Notes: Split 6 ways</i>	40

Total Perks Cost 80

COMPLICATIONS

Description	Points
Hunted: Lemurians Infrequently (Mo Pow; NCI; Harshly Punish)	20
Hunted: Emphyreans Frequently (Mo Pow; NCI; Watching)	15
Psychological Limitation: Longs for Adventure and Companionship (Common; Strong)	15
Psychological Complication: Mistrusts Lemurians (Common; Moderate)	10
Social Limitation: Secret Identity (Frequently; Major)	15

Total Complications Points 75

The lambra

INFORMATION

Powers/Tactics

Campaign Use

She's 4th generation Emyrean. The most powerful of her generation thanks to ten years of regular usage/combat.