

**NAME:** Binder  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
23	Dexterity	x3	10	39
23	Constitution	x2	10	26
11	Body	x2	10	2
23	Intelligence	x1	10	13
14	Ego	x2	10	8
20	Presence	x1	10	10
2	Comeliness	x1/2	10	-4
10	Physical Defex	x1	3	7
10	Energy Defens	x1	5	5
5	Speed	x10	3.3	17
8	Recovery	x2	8	0
46	Endurance	x1/2	46	0
31	Stun	x1	31	0
<b>Characteristics Cost:</b>				<b>128</b>

<b>STR Roll:</b> 12-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 14-	Jump	3"
<b>EGO Roll:</b> 12-	Flight	20"
<b>PER Roll:</b> 14-		

**Experience:** 134

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Scarring", concealable, major		15
Hunted, "UNTIL*", more powerful, harsh, appear 8-		15
Hunted, "Champions", more powerful, harsh, appear 8-		15
Psych Lim, "Very sensitive about looks", common, moderate		10
Psych Lim, "Inferiority complex", very common, strong		20
Rep, "10 most wanted", occur 11-, extreme reputation		15
Secret ID, "Earl Whitaker"		15

**Disadvantages Total :** 105  
**Experience Spent +** 134  
**Total Points =** 339

# ENEMIES

PTS	POWERS	END
==Perks==		
50	Base: Installations (250pt)	
==Skills==		
3	Computer Programming 14-	
8	4 Levels	
4	Martial Block	
4	Martial Dodge	
3	Martial Throw	
5	Off Strike, "Kick"	
2	SC: Chemical Engineering 12-	
2	SC: Computer Science 12-	
2	SC: Mathematics 12-	
2	SC: Physical Chemistry 12-	
3	Scientist	
3	Security Systems 14-	
3	Stealth 14-	
3	Tactics 14-	
==Equipment==		
9	6/6 Armor, 14- Activation(-1/2), OIF(-1/2)	
3	+6 ED, "Padded Costume", 14- Activation(-1/2), OIF(-1/2)	
56	5D6 Entangle, "Glue Gun", entangle not damaged, OAF(-1), Sticky(+1/2), 17-32 Charges(+1/4)	
3	5 Flash Defense, "Goggles", Sight Group, OIF(-1/2)	
40	20" Flight, "Jetboots", OIF(-1/2), 0 END(+1/2)	
3	+6 PD, "Padded Costume", 14- Activation(-1/2), OIF(-1/2)	

211 : **Powers Total**  
128 + **Characteristic Total**  
339 = **Total Cost**

Base OCV: 8      Base DCV: 8  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
Martial Throw	1/2	+0	+1	3D6 + v/5
Off Strike	1/2	-2	+1	7D6

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 23      SPD: 5      ECV: 5  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 16/ 6      ED/rED 16/ 6  
END: 46      STUN: 31      BODY: 11

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

## NOTES

April 19th, 2015  
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Classic Enemies (403) p6  
Name: Earl Whitaker  
Species: Human  
Gender: Male  
Team: Ultimates

