

NAME: Brainchild
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
18	Dexterity	x3	10	24
18	Constitution	x2	10	16
10	Body	x2	10	0
30	Intelligence	x1	10	20
25	Ego	x2	10	30
20	Presence	x1	10	10
12	Comeliness	x1/2	10	1
6	Physical Defex	1	2	4
8	Energy Defens	x1	4	4
5	Speed	x10	2.8	22
6	Recovery	x2	6	0
56	Endurance	x1/2	36	10
30	Stun	x1	24	6
Characteristics Cost:				147

STR Roll: 11-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 15-	Jump	2"
EGO Roll: 14-	Flight	15"
PER Roll: 15-		

Experience: 36

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "Tricked, fooled or out-thought", uncommon, occur 11-, recover 11-		8
Enraged, "Insulted, belittled or mocked", common, occur 11-, recover 11-		10
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "UNTIL", less powerful, non-combat influence, harsh, appear 8-		10
Psych Lim, "Arrogant", very common, strong		20
Psych Lim, "Must prove himself superior", common, strong		15
Psych Lim, "Greedy", common, strong		15
Secret ID, "Herald Jenkins"		15

Disadvantages Total : 123
Experience Spent + 36
Total Points = 359

ENEMIES

PTS	POWERS	END
10	15 Mental Defense	
40	MP (40)	
4u	2D6 Ego Attack, Continuous(+1)	4
3u	6D6 Mental Illusions	3
3u	4D6 Mind Control, Cululative(+3/4)	3
1u	Mind Link, any one mind	
3u	6D6 Mind Scan	3
3u	10 STR TK, Based On ECV(+1)	3
3u	6D6 Telepathy ==Skills==	3
1	AK: Millennium City 8-	
3	Computer Programming 15-	
11	Electronics 15-	
3	Inventor 15-	
2	KS: Current Events 11-	
3	KS: General Knowledge & Trivia 15-, (INT based)	
2	KS: The Superhuman World 11-	
2	KS: World Literature 11-	
2	SC: Anthropology 15-, (INT based)	
2	SC: Biology 15-, (INT based)	
2	SC: Chemistry 15-, (INT based)	
2	SC: Physics 15-, (INT based)	
2	SC: Psychology 15-, (INT based)	
3	Scientist	
3	Security Systems 15-	
3	Stealth 13-	
3	Systems Operation 15- ==Equipment==	
20	15" Flight, "Jet Pack", OIF(-1/2)	3
7	HR Radio, OIF(-1/2)	
3	IR Vision, OIF(-1/2)	
25	MP (50), "Molecular Disruption Pistol", OAF(-1)	
2u	10D6 EB, No Knockback (-1/4), 9-12 Charges (-1/4)	0
2u	3D6 RKA, No Knockback (-1/4), 9-12 Charges (-1/4)	0
31	PKG, "Force Field Belt", OIF(-1/2)	
(24)	12/12 Armor	
(7)	10 Power Defense	
3	UV Vision, OIF(-1/2)	

212 : **Powers Total**
147 + **Characteristic Total**
359 = **Total Cost**

Base OCV: 6 Base DCV: 6
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	

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

DEX: 18 SPD: 5 ECV: 8
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 18/ 12 ED/rED 20/ 12
END: 56 STUN: 30 BODY: 10

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
Conquerors, Killers and Crooks p131
Name: Herald Jenkins
Species: Human mutant
Gender: Male
Height: 5 feet 10 inches
Hair: Brown

