

NAME: Deuce
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
10/23	Dexterity	x3	10	0
10/18	Constitution	x2	10	0
10	Body	x2	10	0
10	Intelligence	x1	10	0
10/25	Ego	x2	10	0
10/15	Presence	x1	10	0
12	Comeliness	x1/2	10	1
2/5	Physical Defexl		2	0
2/25	Energy Defensx1		4	0
3/7	Speed	x10	3.3	0
4/6	Recovery	x2	6	0
20/60	Endurance	x1/2	36	0
20/24	Stun	x1	24	0
Characteristics Cost:				1

STR Roll: 11-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	2"
EGO Roll: 14-	Flight	30"
PER Roll: 11-	Teleportati	28"

Experience: 52

DISADVANTAGES	BASE:	100+PTS
Berserk, "Psyche-self takes Body", uncommon, occur 14-, recover 8-		25
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Genocide", more powerful, harsh, appear 11-		20
Hunted, "VIPER", as powerful, harsh, appear 11-		15
Hunted, "FBI", as powerful, harsh, appear 8-		10
Physical Lim, "Cannot speak while desolid", frequently, slightly		10
Psych Lim, "Terrified of PSI", common, moderate		10
Unluck, 3D6		15
Vuln, "Energy attacks", very common, x1 1/2 body		15

Disadvantages Total : 130
Experience Spent + 42
Total Points = 272

Ψ PSI

PTS	POWERS	END
40	EC (40)	
20a)	Desolid, leave body behind, 0 END Persistent(+1)	0
22b)	3D6 Ego Attack, No Range(-1/2), 14- Activation(-1/2), Only In Hero ID(-1/4), Affects physical world(+2)	
40c)	30" Flight, Only In Hero ID(-1/4), 0 END (+1/2)	0
109	PKG, Linked(-1/2), "Desolidification"	
(11)	+8 CON	
(26)	+13 DEX	
(20)	+15 EGO	
(8)	+24 END	
(14)	+21 ED	
(2)	+3 PD	
(3)	+5 PRE	
(25)	+3.7 SPD	
==Skills==		
1	Lang: Chinese	
1	Lang: French	
==Equipment==		
38	28" Teleport, "Panic Ring", x32 Increased Range, 1 Floating Locations, IIF(-1/4), Only to floating location(-1)	

271 : **Powers Total**
1 + **Characteristic Total**
272 = **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	

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

DEX: 23 SPD: 3/7 ECV: 8
Phases - 2 - 4 - 6 7 - 9 - 11 12
PD/rPD 5/ 0 ED/rED 25/ 0
END: 60 STUN: 24 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
6 Mind Games (402) p15
Name: Angela Baker
Species: Human mutant
Gender: Female
Hair: Blonde
Eyes: Blue
Team: PSI

