

NAME: Ego
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
10	Body	x2	10	0
15	Intelligence	x1	10	5
26	Ego	x2	10	32
20	Presence	x1	10	10
16	Comeliness	x1/2	10	3
10	Physical Defex	x1	3	7
10	Energy Defens	x1	4	6
5	Speed	x10	3.0	20
7	Recovery	x2	7	0
40	Endurance	x1/2	40	0
30	Stun	x1	28	2
Characteristics Cost:				140

STR Roll: 12-	Run	11"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 14-		
PER Roll: 12-		

Experience: 99

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Glowing white eyes", easily concealable, minor	5	
Hunted, "Canadian government", as powerful, non-combat influence, limited area, harsh, appear 11-	15	
Hunted, "Hero group", more powerful, harsh, appear 8-	15	
Psych Lim, "Distrusts governments", common, moderate	10	
Psych Lim, "Power mad", common, moderate	15	
Psych Lim, "Self-centered", common, strong	15	
Psych Lim, "Enjoys abusing powers", common, strong	15	
Susc, "Ego Drain", uncommon, effect is instant, 3D6	15	
Vuln, "Mind Scan", uncommon, x2 effect	10	

Disadvantages Total : 110
Experience Spent + 99
Total Points = 309

ENEMIES

PTS	POWERS	END
7	12 Mental Defense	
90	MP (90)	
7u	12D6 Mind Control, 1/2 END(+1/4)	3
8u	9D6 Mind Control, Invisible(+1/2), Mental Group, 1/2 END(+1/4)	4
9u	9D6 Mind Control, Area Effect(+1), radius 5	5
5	Power Defense	
10	11" Running	
	==Skills==	
9	3 Levels: Pistols, tight group	
	==Equipment==	
13	9/9 Armor, 14-Activation(-1/2), OIF(-1/2)	
11	2D6 RKA, 5-6 Charges (-3/4), OAF(-1)	0

169 : **Powers Total**
140 + **Characteristic Total**
309 = **Total Cost**

Base OCV: 7 Base DCV: 7
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

2 **DEX:** 20 **SPD:** 5 **ECV:** 9
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 19/ 9 **ED/rED** 19/ 9
END: 40 **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

Atlas Unleashed p23
Name: Andrieanne D'Estang
Species: Human mutate
Gender: Female
Height: 5 feet 6 inches
Hair: Brown
Eyes: Green
Team: Atlas

