

NAME: Flex
PLAYER:

VALUE	CHAR	COST	BASE	PTS
75	Strength	x1	10	65
24	Dexterity	x3	10	42
30	Constitution	x2	10	40
25	Body	x2	10	30
10	Intelligence	x1	10	0
10	Ego	x2	10	0
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
30	Physical Defex	x1	15	15
20	Energy Defens	x1	6	14
5	Speed	x10	3.4	16
21	Recovery	x2	21	0
70	Endurance	x1/2	60	5
80	Stun	x1	78	2
Characteristics Cost:				237

STR Roll: 24-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	45"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 80

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "FBI and local police", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Happy go lucky attitude", common, strong		15
Psych Lim, "Greedy", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Rep, "Hired muscle, covert operative", occur 14-		15
Secret ID, "Rick Chambers, P.I."		15
Susc, "1d6 Drain vs powers, cold", uncommon, per phase, 3D6		25
Vuln, "Cold attacks", uncommon, x2 stun		10

Disadvantages Total : 160
Experience Spent + 80
Total Points = 440

ENEMIES

PTS	POWERS	END
15	EC (Elasticity) (15)	
15a)	50% Damage Reduction (PD), resistant	
15b)	50% Damage Reduction (ED), resistant	
8c)	Desolid, cannot pass thru solids, Vulnerability: not versus AE attacks, Concentrate(-1), 0 DCV, constant concentration, x2 Increased End Cost (-1/2)	
30d)	9" Stretching	8
15e)	+30" Superleap	4
20	2 BODY Regen	7
37	75 STR, Area Effect (+1/2)	4
==Perks==		
2	Concealed Weapon Permit	
1	License for Profession	
2	Private Investigator	
5	Money	
==Skills==		
3	Acrobatics 14-	
3	Breakfall 14-	
3	Bugging 11-	
3	Contortionist 14-	
3	Criminology 11-	
3	Disguise 11-	
3	Lockpicking 14-	
0	PS: Private Investigator 8-	
3	Security Systems 11-	
3	Streetwise 12-	
3	Stealth 14-	
3	Systems Operation 11-	
2	WF, Small Arms	
==Talents==		
3	Double Jointed	

203 : **Powers Total**
237 + **Characteristic Total**
440 = **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: 24 SPD: 5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 30/ 0 ED/rED 20/ 0
END: 70 STUN: 80 BODY: 25

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 12th, 2014
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Mutant File (428) p84
Name: Rick Chambers
Species: Human mutant
Gender: Male

