

NAME: Force
PLAYER:

VALUE	CHAR	COST	BASE	PTS
18	Strength	x1	10	8
21	Dexterity	x3	10	33
19	Constitution	x2	10	18
12	Body	x2	10	4
10	Intelligence	x1	10	0
10	Ego	x2	10	0
10	Presence	x1	10	0
12	Comeliness	x1/2	10	1
10	Physical Defex	x1	4	6
10	Energy Defens	x1	4	6
4	Speed	x10	3.1	9
15	Recovery	x2	8	14
42	Endurance	x1/2	38	2
31	Stun	x1	31	0
Characteristics Cost:				101

STR Roll: 13-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	4"
EGO Roll: 11-	Flight	20"
PER Roll: 11-	Teleportati	28"

Experience: 32

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "FBI", as powerful, harsh, appear 8-		10
Hunted, "Genocide", more powerful, harsh, appear 8-		15
Psych Lim, "Intimidated by PSI", common, moderate		10
Vuln, "Heat attacks", common, x1 1/2 stun		10

Disadvantages Total : 55
Experience Spent + 32
Total Points = 287

Ψ PSI

PTS POWERS END

27 20" Flight, Multipower must be in Telekinesis slot(-1/2) 4
 5 7 Mental Defense
 80 MP (Telekinesis) (80)
 5u 8D6 EB, 14- Activation (-1/2), Double Knockback(+3/4), 1/2 END(+1/4)
 7u 35 STR TK, 1/2 END (+1/4)
 ==Equipment==
 20 10/10 Armor, "Suit", OIF(-1/2)
 4 5 Flash Defense, Sight Group, IIF(-1/4)
 38 28" Teleport, "Panic Ring", x32 Increased Range, 1 Floating Locations, IIF(-1/4), Only to floating location(-1)

186 : **Powers Total**
101 + **Characteristic Total**
287 = **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

DEX: 21 SPD: 4 ECV: 3
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 20/ 10 ED/rED 20/ 10
 END: 42 STUN: 31 BODY: 12

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

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 Name: Keith McMillian
 Species: Human mutant (telekinetic)
 Gender: Male
 Team: PSI

