

NAME: Fry Daddy
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
21	Dexterity	x3	10	33
18	Constitution	x2	10	16
16	Body	x2	10	12
13	Intelligence	x1	10	3
18	Ego	x2	10	16
18	Presence	x1	10	8
12	Comeliness	x1/2	10	1
8	Physical Defex	x1	3	5
12	Energy Defens	x1	4	8
5	Speed	x10	3.1	19
10	Recovery	x2	7	6
46	Endurance	x1/2	36	5
40	Stun	x1	33	7
Characteristics Cost:				144

STR Roll: 12-	Run	9"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
DNPC, "Tabitha, adopted daughter", normal, appear 14-		20
Hunted, "FBI & Police", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear 8-		20
Physical Lim, "Heart condition", infrequently, fully		15
Psych Lim, "Protective of his people", very common, total		25
Psych Lim, "Memory gaps", common, moderate		10
Psych Lim, "Outlaw mentality", common, moderate		10
Rep, "Outlaw leader: Downtrodden", occur 11-		10

Disadvantages Total : 140
Experience Spent + 0
Total Points = 240

ENEMIES

PTS	POWERS	END
15	EC (Fire) (15)	
26a)	4D6 RKA, x2 Increased End Cost(-1/2), Reduced by Range(-1/4)	12
7b)	50% Damage Reduction (ED), resistant, vs Fire and Heat Damage only (-1)	
3	Life Support, safe in heat/cold	
2	Life Support, immune to aging, Slowed aging (-1/2)	
5	9 Mental Defense	
6	9" Running	2
==Skills==		
1	AK: Atlanta 11-	
1	AK: Boston 11-	
1	AK: Dallas 11-	
1	AK: Denver 11-	
1	AK: Los Angeles 11-	
1	AK: Mexico City 11-	
1	AK: Miami 11-	
1	AK: Milwaukee 11-	
1	AK: New York City 11-	
5	AK: North American Highways 15-, (INT based)	
1	AK: Philadelphia 11-	
1	AK: San Francisco 11-	
1	AK: Toronto 11-	
3	Breakfall 13-	
5	Combat Driving 14-	
8	Damage Class +2DC	
6	3 Levels: Gun	
6	2 Levels: Martial Arts, tight group	
4	Martial Disarm	
4	M Strike, "Punch"	
3	Mechanics 11-	
5	Off Strike, "Roundhouse"	
4	Nerve Strike, "Low Blow"	
3	Paramedic 12-	
3	Stealth 13-	
3	Streetwise 13-	
3	Survival 11-	
3	Traveler	
==Talents==		
3	Lightsleep	
==Equipment==		
3	2/2 Armor (Biker Leathers), OIF(-1/2), 14- Activation(-1/2)	
20	2D6 RKA (.44 Magnum), ".44 Magnum", vs physical defense, OAF (-1), +1 Increased Stun Mult(+1/2), 7-8 Charges(-1/4), 2 Clips, continuing	0

170 : **Powers Total**
144 + **Characteristic Total**
314 = **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	
Martial Disarm	1/2	-1	+1	35 STR
M Strike	1/2	+0	+2	7D6
Off Strike	1/2	-2	+1	9D6
Nerve Strike	1/2	-1	+1	3D6

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

DEX: 21 SPD: 5 ECV: 6
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 10/ 2 ED/rED 14/ 2
END: 46 STUN: 40 BODY: 16

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
The Mutant File (428) p55
Name: Hank (last name unknown)
Species: Human mutant (fire)
Gender: Male
Team: The Downtrodden