NAME: Hypnos PLAYER:

23 12 10 8 7 5 9 56 30	Strength Dexterity Constitut Body Intellige Ego Presence Comelines Physical Energy De Speed	x1 x3 zion x2 x2 ence x1 x2 x1 SS x1/2 Defex1 efensx1 x10 x2 x1/2	10 10 10 10 10 10 2 10 3 4 2.8 7 36 27	5 24 16 0 0 26 2 0 5 3 22 4
DEX RO	oll: 12- oll: 13- oll: 11- oll: 14-	Run Swim Jump		6" 2" 3"

## Experience: 34

PER Roll: 11-

_	
DISADVANTAGES BASE: 200+: Distinctive, "Detects as a mutant", easily	<b>PTS</b>
concealable, major DNPC, "Retired mother in nursing home",	15
incompetent, appear 8- Hunted, "Mighty Man", as powerful, harsh, appear 8-	10
Hunted, "VIPER", more  powerful, non-combat	20
influence, harsh, appear 8- Psych Lim, "Overconfident", common, strong	15
Psych Lim, "Lecherous",	10
common, moderate Rep, "Super villain who has been beaten many times",	10
occur 11- Rivalry, "Psimon",	5
professional Unluck,2D6	10

3

3

PTS	
30 2a)	EC (30) 2 1/2D6 Drain, "Ego",
,	Ranged $(+1/2)$ , Based On
	ECV(+1), vs mental defense
2b)	5D6 Ego Attack, Does
0c)	Knockback(+1/4) 12D6 Mind Control
10	15 Mental Defense ==Skills==
3	Conversation 11-
3 3 1 2	Disquise 11-
1	Flying Tackle Gambling 8-
2	KS: East Coast Mafia
2	KS: The Superhuman
6	World 11- 3 Levels: Mind Control
4	M Strike, "Punch"
4	Nerve Strike, "Low Blow"
3	Persuasion 11-
3 3 1 1	Stealth 13- Streetwise 8-
ī	Teamwork 8-
16	==Equipment== 8/8 Armor,OIF(-1/2)
20	8D6 EB, "PSI Blaster",
	13-16 Charges(0),OAF (-1)
11	10" Flight, "Concealed
	flight belt",IIF (-1/4),1 Charges
	(-1/2), continuing, duration: 1 hour
2	Radio XMIT/REC, "PSI
	Padio" ONE(-1)

Radio",OAF(-1)

Base OCV: 6 Base DCV: 6 Adjustment + Adjustment + Final OCV = Final DCV = Final DCV =

	Maneuver	Phase	ocv	DCV	Effect
	Block	1/2	+0	+0	stops attack
	Brace	0	+2	1/2	+2 vs RMod
IND	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
6	Move Through	1/2	-v/5	-3	STR + v/3
	Set	1	+1	+0	
6	Flying Tackle	1/2	+0	-1	3D6 + v/5
6	M Strike	1/2	+0	+2	5D6
	Nerve Strike	1/2	-1	+1	2D6

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

DEX: 18 SPD: 5 ECV: 8 Phases - - 3 - 5 - - 8 - 10 - 12 PD/rPD 16/ 8 ED/rED 15/ 8 END: 56 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	Shoulder	s x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
0	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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Species: Human mutant

(mentalist) Gender: Male

Height: 5 feet 10 inches Weight: 180 pounds

Team: PSI



105 Disadvantages Total : Experience Spent + 34 Total Points = 339

219 : Powers Total 120 + Characteristic Total

339 = Total Cost