

<b>NAME:</b> Interface				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
25	Strength	x1	10	15
24	Dexterity	x3	10	42
23	Constitution	x2	10	26
10	Body	x2	10	0
15	Intelligence	x1	10	5
25	Ego	x2	10	30
18	Presence	x1	10	8
6	Comeliness	x1/2	10	-2
10	Physical Defex	x1	5	5
10	Energy Defens	x1	5	5
5	Speed	x10	3.4	16
10	Recovery	x2	10	0
86	Endurance	x1/2	46	20
35	Stun	x1	35	0
<b>Characteristics Cost:</b>				170
<b>STR Roll:</b> 14-	Run			6"
<b>DEX Roll:</b> 14-	Swim			2"
<b>INT Roll:</b> 12-	Jump			5"
<b>EGO Roll:</b> 14-				
<b>PER Roll:</b> 12-				
<b>Experience:</b> 50				
<b>DISADVANTAGES BASE: 200+PTS</b>				
Distinctive,"Detects as a mutant",easily concealable,major				10
Distinctive,"Cyborg",not concealable,major				20
Hunted,"Mechanon",as powerful,harsh,appear 8-				10
Hunted,"VIPER",more powerful,harsh,appear 8-				15
Hunted,"Master Control", more powerful,harsh, appear 11-				20
Psych Lim,"No regard for human life",common, moderate				10
Psych Lim,"Wants to rule the future",common,strong				15
Psych Lim,"No identification with humanity",common,strong				15
Susc,"Strong magnetic fields",uncommon,per phase,3D6				25
Vuln,"Electricity",common, x2 stun				20
Vuln,"Electricity",common, x1 1/2 body				10
<b>Disadvantages Total :</b>				170
<b>Experience Spent +</b>				50
<b>Total Points =</b>				420

# ENEMIES

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
16	8/8 Armor,14-Activation(-1/2)	
5	5/5 Damage Resistance	
5	Discriminatory, Radio	
10	+5 Enhanced PER, Sonar	
10	HR Radio	
10	Life Support, doesn't breathe	
5	Mind Link, "CY-FORCE members", related group, subject needs mind link	
15	Radar Sense	
4	Damage Class +1DC	
10	Eidetic Memory	
2	KS: Karate 11-	
9	3 Levels: Martials Arts, tight group	
3	Lightning Calculator	
4	Martial Block	
4	Martial Dodge	
4	M Strike	
5	Off Strike	
3	SC: Cybernetics 12-	
7	Security Systems 14-	
3	Speed Reading	
3	Stealth 14-	
3	Systems Operation 12-	
3	Tactics 12-	
19	5D6 Mind Control, telepathic contact, Only vs computers and AI's(-1), Linked(-1/2), "Multipower slot", OIF(-1/2), Invisible(+1/2), Mental Group, usable vs computers using INT(+1/2)	
60	MP (90), "Cyborg Attachments", OIF(-1/2)	
6u	6D6 Ego Attack (), Invisible(+1/2), Mental Group	6
6u	8D6 Mind Control (), telepathic contact, Invisible(+1/2), Mental Group, usable vs computers using INT(+1/2)	9
6u	6D6 Mind Scan (), +15 Plus To Roll, Invisible(+1/2), Mental Group	9
6u	9D6 Telepathy (), Invisible(+1/2), Mental Group, usable vs computers using INT(+1/2)	9
4u	3D6 Transfer (), 12 Max Increase, fade rate: per hour, Only vs computers and AI's(-1)	9
250	<b>: Powers Total</b>	
170	<b>+ Characteristic Total</b>	
420	<b>= Total Cost</b>	

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	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	8D6
Off Strike	1/2	-2	+1	10D6

  

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

  

DEX:	24	SPD:	5	ECV:	8
Phases	- - 3 - 5 - - 8 - 10 - 12				
PD/rPD	18/ 13	ED/rED	18/ 13		
END:	86	STUN:	35	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**

High Tech Enemies (411) p12  
 Species: Human mutant (cyborg)  
 Gender: Female  
 Team: Cy-Force

