NAME: Magnetron

PLAYER:

VALUE	CHAR	COST	BASE	PTS
11	Strength	x1	10	1
10	Dexterity	x3	10	0
16	Constitut:	ion x2	10	12
10	Body	x2	10	0
13	Intelliger	nce x1	10	3
8	Ego	x2	10	-4
8	Presence	x1	10	-2
10	Comelines	s x1/2	2 10	0
2	Physical I	Defex1	2	0
3	Energy De	fensx1	3	0
4	Speed	x10		20
5	Recovery	x2	5	0
32	Endurance	x1/2	32	0
24	Stun	x1	24	0
Cł	naracteris	tics Co	st:	30
_				

Experience:

DISADVANTAGES <pre>BASE: 90+B</pre> Hunted, "Authorities", as	2 TS
powerful, harsh, appear 11-	13
	15
<pre>powerful,non-combat influence,harsh,appear 8- Normal Stats Psych Lim,"Lazy, does things the easy way", common,moderate</pre>	20 10
Public ID, "Charles	10
Brenndorfer" Rep,"Villain",occur 8-	5



PTS		END
	==Skills==	
1	Lang: French	
0	PS: Janitor 8-	
1	WF, Pistols	
	==Equipment==	
37	MP (Magnetism) (45),	
	OIF(-1/2),9-12	
	Charges $(+1/4)$,	
	continuing, duration: 1	
	turn	
1 m	2D6 EB	0
	10/10 Force Field	Ō
	24 STR TK, Magnetic	Ū
0	(-1/4)	0
87	PKG,OIF(-1/2)	Ŭ
	10/10 Armor	
/	17" Flight, x32	
() 1)	Non-Combat, 0 END(+1/2)	0
(13)	Life Support, doesn't	U
(13)	hreathe gafe in	

breathe, safe in vacuum/pressure,safe in radiation, safe in heat/cold

Base OCV: 3 Base DCV: 3
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 RMod	<4 -0	<8 -2	<16 -4	<32 -6	<64 -8	<1 -1	28 L0
	DEX:							
)	Phase	:S -	- 3		6 -	- 9 -	-	12
)	PD/rP	D 3	12/	10 EI)/rEI	13	/ 1	LO

END: 32 STUN: 24 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	
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

Dawn of DNA p15

Name: Charles Brenndirfer Species: Human

Gender: Male Weight: 154 pounds

Age: 22

Disadvantages Total	:	75
Experience Spent		0
Total Points	=	165

135 : Powers Total 30 + Characteristic Total

165 = Total Cost