NAME: Magnetron
PLAYER:

ENEMIES

VALUE	CHAR	COST	BASE	PTS
11	Strength	x1	10	1
10	Dexterity	x3	10	0
16	Constitution	x2	10	12
10	Body	x2	10	0
13	Intelligence	x1	10	3
8	Ego	x2	10	-4
8	Presence	x1	10	-2
10	Comeliness	x1/2	10	0
2	Physical Def	x1	2	0
3	Energy Defens	x1	3	0
4	Speed	x10	2.0	20
5	Recovery	x2	5	0
32	Endurance	x1/2	32	0
24	Stun	x1	24	0
	Characteristics Cost:			30

STR Roll: 11- Run 6"
DEX Roll: 11- Swim 2"
INT Roll: 12- Jump 2"
EGO Roll: 11- Flight 17"
PER Roll: 12-

Experience: 0

DISADVANTAGES   BASE: 90+PTS

Hunted,"Authorities",as powerful,harsh,appear 11-	15
Hunted,"Suit's patrons",as powerful,non-combat influence,harsh,appear 8-	15
Normal Stats	20
Psych Lim,"Lazy, does things the easy way", common,moderate	10
Public ID,"Charles Brenndorfer"	10
Rep,"Villain",occur 8-	5

PTS	POWERS	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	
1m	2D6 EB	0
3m	10/10 Force Field	0
5m	24 STR TK,Magnetic (-1/4)	0
87	PKG,OIF(-1/2)	
(20)	10/10 Armor	
(54)	17" Flight,x32 Non-Combat,0 END(+1/2)	0
(13)	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold	

NOTES
Dawn of DNA p15
Name: Charles Brenndirfer
Species: Human
Gender: Male
Weight: 154 pounds
Age: 22

Disadvantages Total :	75	135 : Powers Total
Experience Spent +	0	30 + Characteristic Total
Total Points =	165	165 = Total Cost