

**NAME:** Major America (AL p61)  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
10/70	Strength	x1	10	0
14	Dexterity	x3	10	12
10/38	Constitution	x2	10	0
10/25	Body	x2	10	0
23	Intelligence	x1	10	13
14	Ego	x2	10	8
10/25	Presence	x1	10	0
16	Comeliness	x1/2	10	3
2/30	Physical Defex	x1	2	0
2/30	Energy Defens	x1	2	0
5	Speed	x10	2.4	26
4/18	Recovery	x2	4	0
30/76	Endurance	x1/2	20	5
30/49	Stun	x1	20	10
<b>Characteristics Cost:</b>				<b>77</b>

<b>STR Roll:</b> 23-	Run	6"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 14-	Jump	48"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 14-		

**Experience:** 0

DISADVANTAGES	BASE:	234+PTS
Distinctive, "Classically handsome", easily concealable, minor		5
Hunted, "Lady Blue", as powerful, harsh, appear 8-		10
Hunted, "The Ultimates", more powerful, harsh, appear 11-		20
Psych Lim, "Prankster", common, moderate		10
Psych Lim, "Gloryhound", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Rep, "Patriotic hero", occur 8-		5
Secret ID, "Lloyd Welles"		15
Unluck, 1D6		5
Vuln, "Magnetic attacks", uncommon, x2 stun		10
Vuln, "Magnetic attacks", uncommon, x2 body		10

**Disadvantages Total :** 120  
**Experience Spent +** 0  
**Total Points =** 354

# ALLIES™

PTS	POWERS	END
3	PS: Magnetic Engineer 14-, (INT based)	
2	SC: Engineering 11-	
3	SC: Magnetics 14-, (INT based)	
==Equipment==		
17	+15 BODY, "costume", doesn't add to figured, IIF(-1/4)	
4	2" Change Environment, "costume", Desc: strong magnetic fields, IIF(-1/4), No Range(-1/2), No Conscious Control (-2), 0 END(+1/2)	
32	+28 CON, "costume", doesn't add to figured, IIF(-1/4)	
24	30/30 Damage Resistance, "costume", IIF(-1/4)	
18	+46 END, "costume", IIF(-1/4)	
22	+28 ED, "costume", IIF(-1/4)	
22	+28 PD, "costume", IIF(-1/4)	
12	+15 PRE, "costume", IIF(-1/4)	
22	+14 REC, "costume", IIF(-1/4)	
71	-87 STR, doesn't add to figured, IIF(-1/4), 0 END(+1/2)	
15	+19 STUN, "costume", IIF(-1/4)	
27	+34" Superleap, "costume", IIF(-1/4)	

277 : **Powers Total**  
 77 + **Characteristic Total**  
 354 = **Total Cost**

Base OCV: 5      Base DCV: 5  
 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	

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

DEX: 14      SPD: 5      ECV: 5  
 Phases - - 3 - 5 - - 8 - 10 - 12  
 PD/rPD 30/ 30 ED/rED 30/ 30  
 END: 76      STUN: 49      BODY: 25

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**

