

**NAME:** Momentum  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
10	Body	x2	10	0
14	Intelligence	x1	10	4
20	Ego	x2	10	20
25	Presence	x1	10	15
12	Comeliness	x1/2	10	1
8	Physical Defex	x1	3	5
8	Energy Defens	x1	4	4
6	Speed	x10	3.0	30
10	Recovery	x2	7	6
100	Endurance	x1/2	40	30
40	Stun	x1	28	12
<b>Characteristics Cost:</b>				<b>182</b>

<b>STR Roll:</b> 12-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	3"
<b>EGO Roll:</b> 13-		
<b>PER Roll:</b> 12-		

**Experience:** 437

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear	8-	20
Hunted, "Sentinels", more powerful, non-combat influence, harsh, appear	8-	20
Hunted, "IHA", less powerful, non-combat influence, harsh, appear	8-	10
Psych Lim, "Considers mutants superior to normal humans", common, strong		15
Psych Lim, "Wants to rule the world", common, strong		15
Secret ID		15

**Disadvantages Total :** 105  
**Experience Spent +** 437  
**Total Points =** 742

# ENEMIES

PTS	POWERS	END
40	25/15 Force Field	4
20	10" KB Resist	
10	10 Power Defense	
400	VPP (160), can change powers as 0 phase, no skill roll required	
	==Perks==	
15	Money, filthy rich	
	==Skills==	
3	Deduction 12-	
1	Electronics 8-	
5	KS: History of Mutantkind 14-, (INT based)	
24	8 Levels: Variable Power Pool, tight group	
3	Oratory 14-	
3	Persuasion 14-	
1	SC: Biology 8-	
2	SC: Genetics 11-	
3	Stealth 13-	
1	Systems Operation 8-	
	==Talents==	
5	5 Resistance	
	==Equipment==	
24	12/12 Armor, OIF(-1/2)	

560 : **Powers Total**  
182 + **Characteristic Total**  
742 = **Total Cost**

Base OCV: 7      Base DCV: 7  
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: 20    SPD: 6    ECV: 7  
Phases - 2 - 4 - 6 - 8 - 10 - 12  
PD/rPD 45/ 37    ED/rED 35/ 27  
END: 100    STUN: 40    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**  
Villains, Vandals and Vermin (226) p100  
Name: Unknown  
Species: Human mutant  
Gender: Male  
Height: 5 feet 11 inches

