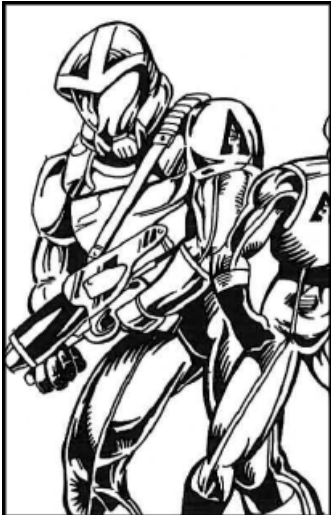


NAME: Murdock PLAYER:				
VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
24	Dexterity	x3	10	42
25	Constitution	x2	10	30
15	Body	x2	10	10
20	Intelligence	x1	10	10
30	Ego	x2	10	40
25	Presence	x1	10	15
16	Comeliness	x1/2	10	3
15	Physical Defex	x1	8	7
12	Energy Defens	x1	5	7
6	Speed	x10	3.4	26
13	Recovery	x2	13	0
70	Endurance	x1/2	50	10
50	Stun	x1	48	2
Characteristics Cost:				232
STR Roll: 17-	Run		6"	
DEX Roll: 14-	Swim		2"	
INT Roll: 13-	Jump		8"	
EGO Roll: 15-				
PER Roll: 13-				
Experience: 381				
DISADVANTAGES BASE: 200+PTS				
DNPC, "Wife: Sarah", normal, appear 8-				
Distinctive, "Detects as a mutant", easily concealable, major				
Enraged, "His people hurt or killed", uncommon, occur 11-, recover 14-				
Hunted, "UNTIL", as powerful, harsh, appear 8-				
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear 11-				
Psych Lim, "Committed to leading mutants", very common, total				
Psych Lim, "Loves wife", common, strong				
Psych Lim, "Disdain of normals", common, moderate				
Rep, "Mutant terrorist leader", occur 8-, extreme reputation				
Secret ID, "Dr. Randolph M. Snelling"				
Disadvantages Total : 135				
Experience Spent + 381				
Total Points = 716				

ENEMIES

PTS	POWERS	END
2	Life Support, immune to aging, Retarded aging (-1/2)	
3	Life Support, immune to disease	
14	20 Mental Defense	
105	12D6 Mind Control, telepathic contact, Invisible(+1/2), Mental Group	10
11	6D6 Mind Control, x4 Increased End Cost(-1/2), Concentrate(-1/4)	12
30	3 BODY Regen	
20	20 Power Defense	
==Perks==		
70	Followers: IMAGE Agents (100pt), 1K # of Followers	
10	Money, wealthy	
8	PERK: Security Clearance	
2	PERK: "Top Man"	
==Skills==		
3	Breakfall 14-	
3	Bureaucratics 14-	
3	Computer Programming 13-	
3	Deduction 13-	
3	Electronics 11-	
2	Fam with Energy Weapons	
1	Fam with Karate Weapons	
3	Forensic Medicine 13-	
3	Inventor 13-	
4	Killing Strike	
3	KS: Genocide 13-, (INT based)	
3	KS: Karate Philosophy / Training 13-, (INT based)	
5	KS: Known Mutants & Organizations 15-, (INT based)	
16	2 Levels, all combat	
6	2 Levels: Karate, tight group	
4	M Strike	
4	Martial Disarm	
4	Martial Dodge	
3	Mechanics 11-	
5	Off Strike	
3	Paramedic 13-	
2	SC: Biology 13-, (INT based)	
1	SC: Chemistry 11-	
1	SC: Electrical Engineering 11-	
2	SC: Genetics 13-, (INT based)	
1	SC: Mech. Engineering 11-	
2	SC: Medicine 13-, (INT based)	
484 : Powers Total		
232 + Characteristic Total		
716 = Total Cost		

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			
Killing Strike	1/2	-2	+0	1D6+1		
M Strike	1/2	+0	+2	10D6		
Martial Disarm	1/2	-1	+1	50 STR		
Martial Dodge	1/2	+0	+5			
Off Strike	1/2	-2	+1	12D6		
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX: 24 SPD: 6 ECV: 10						
Phases - 2 - 4 - 6 - 8 - 10 - 12						
PD/rPD 25/ 10 ED/rED 22/ 10						
END: 70 STUN: 50 BODY: 15						
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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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						
The Mutant File (428) p42						
Name: Doctor Randolph Murdock Snelling						
Species: Human mutant (AG/mentalist)						
Gender: Male						
Eyes: Blue						
Team: IMAGE						
						

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		1	SC: Metallurgy 11-				
		2	SC: Parabiology 13-, (INT based)				
		1	SC: Physics 11-				
		3	Scientist				
		3	Stealth 14-				
		3	Systems Operation 13-				
		3	Tactics 13-				
		2	Use Weapons with Karate				
		4	WF, Small Arms, Heavy Weapons				
			==Talents==				
		3	Lightning Calculator				
		3	Speed Reading				
			==Equipment==				
		20	10/10 Armor (Body Suit), OIF(-1/2)				
		33	9D6 EB (Blaster Rifle), OAF(-1), x1 Armor Piercing(+1/2), 7-8 Charges(0), 4 Clips	0			
		3	5 Flash Defense (Helmet), Sight Group, OIF(-1/2)				
		15	15" Flight (Jet Pack), OIF(-1/2), 1 Charges (-1/2), continuing, duration: 1 hour	0			
		7	HR Radio (Helmet), OIF (-1/2)				
		7	Life Support (Helmet), doesn't breathe, OIF (-1/2)				
		3	UV Vision (Helmet), OIF(-1/2)				