

NAME: Neo
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30	Strength	x1	10	20
29	Dexterity	x3	10	57
20	Constitution	x2	10	20
10	Body	x2	10	0
18	Intelligence	x1	10	8
13	Ego	x2	10	6
13	Presence	x1	10	3
14	Comeliness	x1/2	10	2
12	Physical Defex	x1	6	6
10	Energy Defens	x1	4	6
5	Speed	x10	3.9	11
10	Recovery	x2	10	0
40	Endurance	x1/2	40	0
35	Stun	x1	35	0
Characteristics Cost:				139

STR Roll: 15-	Run	6"
DEX Roll: 15-	Swim	2"
INT Roll: 13-	Jump	6"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Mutant",		10
easily concealable, major		
Enraged, "When his friends		10
are endangered", uncommon,		
occur 14-, recover 11-		
Hunted, "by various mutant		15
haters", as powerful,		
non-combat influence,		
harsh, appear 8-		
Hunted, "by government		20
"agents", more powerful,		
non-combat influence,		
harsh, appear 8-		
Physical Lim, "Has to		10
travel to the "real		
world" regularly",		
infrequently, greatly		
Psych Lim, "Heroic", common,		15
strong		
Psych Lim, "Tries to		15
convert people to his		
cause", common, strong		
Psych Lim, "Insists the		20
world is a computer		
simulation", common, total		
Rep, "Insane super mutant		15
revolutionary", occur 11-,		
extreme reputation		
Unluck, 2D6		10
Watched, "by Morphous and		10
the Oracle", more		
powerful, non-combat		
influence, mild, appear 11-		

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250



PTS	POWERS	END
4	4/4 Damage Resistance	
20	MP (20)	
2u	11" Superleap, x16	
	Non-Combat	4
1u	2D6 Transform, "Change	
	the shape of small	
	objects.", minor,	
	Concentrate(-1/2), 0	
	DCV	2
1u	X-D Move, Dimension:	
	The real., Only at	
	predefined portals.	
	(-3/4)	2
11	VPP (9), only change in	
	given circ, restricted	
	type of powers, "Can	
	create any skill	
	needed by making a	
	cell phone call."	
	==Skills==	
3	Acrobatics 15-	
3	Breakfall 15-	
3	Computer Programming	
	13-	
52	Martial Arts - ALL!	
3	PS: Computer	
	Programmer 13-, (INT	
	based)	
8	WF, Common Melee, Common	
	Missile, Small Arms,	
	Heavy Weapons	

111 : **Powers Total**
139 + **Characteristic Total**
250 = **Total Cost**

Base OCV:10 Base DCV:10
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	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 29	SPD: 5	ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12		
PD/rPD 12/ 4	ED/rED 10/ 4	
END: 40	STUN: 35	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
Last updated April 7th, 2021
Name: Thomas Anderson
Species: Human mutant
Sex: Male

