

**NAME:** Neutron  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
23	Dexterity	x3	10	39
28	Constitution	x2	10	36
15	Body	x2	10	10
18	Intelligence	x1	10	8
14	Ego	x2	10	8
25	Presence	x1	10	15
10	Comeliness	x1/2	10	0
2	Physical Defex	x1	2	0
6	Energy Defens	x1	6	0
7	Speed	x10	3.3	37
10	Recovery	x2	8	4
76	Endurance	x1/2	56	10
45	Stun	x1	34	11
<b>Characteristics Cost:</b>				<b>178</b>

<b>STR Roll:</b> 11-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 13-	Jump	2"
<b>EGO Roll:</b> 12-	Flight	20"
<b>PER Roll:</b> 13-		

**Experience:** 221

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Genocide", more powerful, harsh, appear	11-	20
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear	8-	20
Psych Lim, "Egomaniac", very common, strong		20
Psych Lim, "Hatred of being touched", very common, moderate		15
Psych Lim, "Must be leader", very common, moderate		15
Secret ID, "Hassan Akbar Hammond"		15
Unluck, 2D6		10

**Disadvantages Total :** 125  
**Experience Spent +** 221  
**Total Points =** 546

# ENEMIES

PTS	POWERS	END
30	EC (30)	
30a)	125" Change Environment, Desc: Magnetic Fields, 0 (+1/2)	END
30b)	12D6 EB	
30c)	20" Flight, 0 END(+1/2)	
32d)	25/25 Force Field, 1/2 END(+1/4)	
50e)	7D6 RKA, Only vs. metal(-1), 1/2 END (+1/4)	
41f)	50 STR TK, Only vs. metal(-1), 0 END(+1/2)	
9	Life Support, doesn't breathe, safe in vacuum/pressure, Only when Force Field active(-1/2)	
15	Radar Sense	
==Perks==		
60	Base: Base and Vehicles (300pt)	
==Skills==		
3	Electronics 11-	
0	Lang: Arabic, native	
4	Lang: English, native accent	
4	2 Levels: EB	
12	4 Levels: EC, tight group	
4	Martial Block	
4	Martial Dodge	
3	Martial Throw	
2	SC: Magnetics 11-	
2	SC: Physics 11-	
3	Security Systems 13-	

368 : **Powers Total**  
178 + **Characteristic Total**  
546 = **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	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
Martial Throw	1/2	+0	+1	2D6 + v/5

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

DEX: 23      SPD: 7      ECV: 5  
Phases - 2 - 4 - 6 7 - 9 - 11 12  
PD/rPD 27/ 25 ED/rED 31/ 25  
END: 76 STUN: 45 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 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**  
Classic Enemies (403) p12  
Name: Hassan Akbar  
Gender: Male  
Species: Human mutant  
Height: 5 feet 10 inches  
Weight: 165 pounds  
Hair: Brown  
Eyes: Black  
Team: The Conquerors (leader)

