

NAME: Omega				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10/45	Strength	x1	10	0
10/28	Dexterity	x3	10	0
10/30	Constitution	x2	10	0
10/20	Body	x2	10	0
17	Intelligence	x1	10	7
13	Ego	x2	10	6
18	Presence	x1	10	8
14	Comeliness	x1/2	10	2
4/11	Physical Defex	x1	9	2
2/6	Energy Defens	x1	6	0
3/6	Speed	x10	3.8	0
6/17	Recovery	x2	15	4
20/60	Endurance	x1/2	60	0
25/63	Stun	x1	58	5
Characteristics Cost:				34
STR Roll: 18-	Run			11"
DEX Roll: 15-	Swim			7"
INT Roll: 12-	Jump			9"
EGO Roll: 12-	Flight			15"
PER Roll: 12-	Teleportati			28"
Experience: 176				
DISADVANTAGES BASE: 200+PTS				
Distinctive,"Long scar on right cheek",concealable, minor				10
Enraged,"Body taken", common,occur 14-,recover 11-				13
Hunted,"FBI",as powerful, harsh,appear 8-				10
Hunted,"VIPER",as powerful,harsh,appear 11-				15
Psych Lim,"Arrogant & Aloof",common,moderate				10
Psych Lim,"Loves combat", common,moderate				10
Rep,"Violent",occur 8-				5
Vuln: x1 1/2 Body Electricity, OIF				7
Vuln: x1 1/2 Stun Electricity, OIF				7
Disadvantages Total : 87				
Experience Spent + 176				
Total Points = 463				

Ψ PSI

PTS	POWERS	END
	==Skills==	
3	Acrobatics 15-	
3	Breakfall 15-	
3	Combat Driving 15-	
16	2 Levels,all combat	
4	Martial Block	
4	Martial Disarm	
4	M Strike	
3	Martial Throw	
0	PS: Security Guard 8-	
7	Security Systems 14-	
3	Stealth 15-	
3	Survival 11-	
3	Tactics 12-	
3	Tracking 12-	
3	Weaponsmith 11-	
	==Talents==	
5	Defense Maneuver	
	==Equipment==	
44	6D6 Drain,"2D6 INT and 4D6 EGO",fade rate: per hour,OAF(-1),2 Charges(-1 1/2),Not vs. Life Support (-1/4),Area Effect (+1),radius	
280	PKG,OIF(-1/2)	
(36)	18/18 Armor	
(13)	+10 BODY	
(27)	+20 CON	
(36)	+18 DEX	
(67)	10D6 EB,x5 Autofire (+1/2),33-64 Charges (+1/2)	
(3)	5 Flash Defense,Sight Group	
(20)	15" Flight	
(4)	3" KB Resist	
(3)	Life Support,breathe env: Water	
(20)	33 Mental Defense	
(7)	+5" Running	
(15)	+2.2 SPD	
(23)	+35 STR	
(3)	+5" Swimming	
(3)	UV Vision	
38	28" Teleport,"Panic Ring",x32 Increased Range,1 Floating Locations,IIF(-1/4), Only to floating location(-1)	
429 : Powers Total		
34 + Characteristic Total		
463 = Total Cost		

Base OCV: 9		Base DCV: 9				
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 Disarm	1/2	-1	+1	55 STR		
M Strike	1/2	+0	+2	11D6		
Martial Throw	1/2	+0	+1	9D6 + v/5		
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX: 28		SPD: 3/6		ECV: 4		
Phases - 2		- 4		- 6 - 8 - 10 - 12		
PD/rPD 29/ 18		ED/rED 24/ 18		END: 60		
STUN: 63		BODY: 20				
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						
3	Mind Games (402) p26					
	Name: Joshua Barclay					
	Species: Human					
	Gender: Male					
	Height: 6 feet 8 inches					
1	Weight: 260 pounds					
	Hair: Black					
3	Eyes: Brown					
1	Team: PSI					
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