

NAME: Omen
PLAYER:

VALUE	CHAR	COST	BASE	PTS
11	Strength	x1	10	1
17	Dexterity	x3	10	21
21	Constitution	x2	10	22
10	Body	x2	10	0
21	Intelligence	x1	10	11
18	Ego	x2	10	16
20	Presence	x1	10	10
12	Comeliness	x1/2	10	1
5	Physical Defex	x1	2	3
5	Energy Defens	x1	4	1
4	Speed	x10	2.7	13
10	Recovery	x2	6	8
42	Endurance	x1/2	42	0
30	Stun	x1	27	3
Characteristics Cost:				110

STR Roll: 11-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	2"
EGO Roll: 13-	Teleportati	28"
PER Roll: 13-		

Experience: 16

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "FBI", as powerful, harsh, appear 8-		10
Hunted, "VIPER", as powerful, harsh, appear 11-		15
Hunted, "Genocide", more powerful, harsh, appear 11-		20
Psych Lim, "Hatred of Psymon", common, strong		15
Psych Lim, "Distrusts PSI", common, moderate		10
Psych Lim, "Moody and mysterious", common, moderate		10
Secret ID, "David Trent"		15

Disadvantages Total : 105
Experience Spent + 16
Total Points = 321

Ψ PSI

PTS	POWERS	END
50	Clairsentience, Sight, Hearing, see future, x2 Increased Range	4
	==Skills==	
9	Acting 16-	
13	Disguise 16-	
10	3 Levels: DCV, related group, Linked(-1/2), "Clairsentience"	
7	Mimicry 13-	
	==Talents==	
18	15- Danger Sense	
	==Equipment==	
20	10/10 Armor, OIF(-1/2)	
4	5 Flash Defense, Sight Group, IIF(-1/4)	
21	30 Mental Defense, IIF(-1/4)	
18	MP (50), "PSI Energy Pistol", OAF(-1), No Knockback(-1/4), 9-12 Charges(-1/4), Half-phase action to change setting(-1/4)	
2u	4D6 EB, NND(+1), Defense: Force Field, x25 Increased Max Range(+1/2)	
1u	2D6 RKA, Penetrating(+1/2)	
38	28" Teleport, "Panic Ring", x32 Increased Range, 1 Floating Locations, IIF(-1/4), Only to floating location(-1)	6

211 : **Powers Total**
110 + **Characteristic Total**
321 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 17 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 15/ 10 ED/rED 15/ 10
END: 42 STUN: 30 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	
0	14 Thighs	x2	x1	x1	-4	
0	15-16 Legs	x2	x1/2	x1/2	-6	
0	17-18 Feet	x1	x1/2	x1/2	-8	

NOTES
Mind Games (402) p28
Name: David Trent
Species: Human mutant
Gender: Male
Hair: Brown
Eyes: Blue-green
Team: PSI

