NAME: Plasmoid PLAYER:

				
VALUE	CHAR	COST	BASE	PTS
1	Strength	x1	10	-9
23	Dexterity	/ x3	10	
48	Constitut	tion x2	10	76
13	Body	x2	10	6
8	Intellige	ence x1	10	
18		x2		
40	Presence	x1	10	
12	Comelines	ss x1/2	2 10	
20				20
25	Energy De	efensx1	10	15
5		x10		17
10	Recovery	x2	10	0
	Endurance		96	0
49				11
Cl	naracteris	stics Co	st:	220
amp p	-11. 0	D		<i>C</i> II
	oll: 9-	Run		6" 2"
	oll: 14-	Swim		_
	oll: 11-	Flight		10"
EGO Ro	oll: 13-			

Experience: 292

PER Roll: 11-

Experience: 292	
DISADVANTAGES BASE: 100+B Distinctive, "Walking energy body", not	20
concealable,major Hunted,"Department of Defense",as powerful, harsh,appear 11-	15
Hunted, "UNTIL", more	20
<pre>powerful,harsh,appear 11- Physical Lim,"Ignorant of Earth technology",all the time,slightly</pre>	15
Physical Lim, "Random, unpredictable action", all	15
the time, slightly Physical Lim, "No sense of smell/taste",	5
<pre>infrequently,slightly Physical Lim,"No hearing", all the time,greatly</pre>	20
Public ID Rep, "Unpredictable, dangerous", occur 11-,	10 15
extreme reputation Susc, "Being grounded", common, effect is instant, 3D6	20
Vuln,"Power Drains", uncommon,x2 effect	10
Vuln, "Magnetic attacks",	10
uncommon,x2 stun Vuln,"Magnetic attacks", uncommon,x2 body	10



	7	
PTS	360 Degree Sensing,	END
30 30a)	Sight Group EC (30) 15/15 Force Field,0 END Persistent(+1)	0
20b) 52	6 BODY Regen, needs pure hydrogen(-1/2) 3D6 EB, Damage Shield	U
	(+1/2),0 END Persistent(+1),NND (+1),Defense: Force	
6 10	Field +3 Enhanced PER, Sight x1 FTL	0
30 5	10" Flight, 0 END(+1/2) IR Vision	0
30	Life Support, doesn't breathe, doesn't eat/sleep/excrete, safe	
	<pre>in vacuum/pressure, safe in radiation,safe in heat/cold,immune to disease,immune to</pre>	
75	aging MP (75) 15D6 EB	_
7u 3u	10D6 EB,3 Charges(-1	7
3u	1/4),Explosion(+1/2) 5D6 RKA,7-8 Charges (-1/2),Side Effects	0
5u	(-1), Desc: 1 BODY NND per 1d6 RKA used 50 STR TK.(35 vs	0
	nonferrous, 20 vs non)(-1/2)	7
20 6	+4 Telescopic Sense,	
5	Sight Group UV Vision ==Skills==	

10 2 Levels: Multipower, related group

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	$+2\ vs\ RMod$
D	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
0	Move Through	1/2	-v/5	-3	STR + v/3
	Set	1	+1	+0	

RMod	-0	-2	-4	-6	-8	-10
DEX:	23	SP	D:	5	ECV:	6
Phase	s -	- 3 -	5	:	8 - 10	- 12
PD/rP	D 3	5/ 1	5 EI)/rEI	40/	15
END:	96	STU	и:	49	BODY:	13

Rang <4 <8 <16 <32 <64 <128

	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	Shoulder	s x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
7	12	Stomach	x4	x1 1/2	x1	-7	
	13	Vitals	x4	x1 1/2	x2	-8	
0	14	Thighs	x2	x1	x1	-4	
	15-16	Legs	x2	x1/2	x1/2	-6	
	17-18	Feet	x1	x1/2	x1/2	-8	

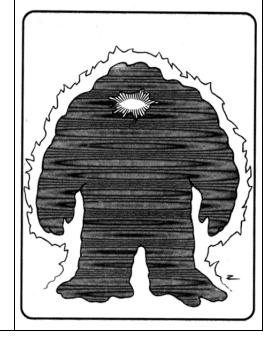
NOTES

April 19th, 2015

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Name: Plasmoid Species: None Gender: None Team: Ultimates



Disadvantages Total : Experience Spent + 185 292 Total Points =

357 : Powers Total
220 + Characteristic Total

577 = Total Cost