

NAME: Plasmoid				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
1	Strength	x1	10	-9
23	Dexterity	x3	10	39
48	Constitution	x2	10	76
13	Body	x2	10	6
8	Intelligence	x1	10	-2
18	Ego	x2	10	16
40	Presence	x1	10	30
12	Comeliness	x1/2	10	1
20	Physical Defex	1	0	20
25	Energy Defens	x1	10	15
5	Speed	x10	3.3	17
10	Recovery	x2	10	0
96	Endurance	x1/2	96	0
49	Stun	x1	38	11
Characteristics Cost:				220

STR Roll: 9-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Flight	10"
EGO Roll: 13-		
PER Roll: 11-		

Experience: 292

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

Disadvantages Total : 185
Experience Spent + 292
Total Points = 577

ENEMIES

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

357 : **Powers Total**
220 + **Characteristic Total**
577 = **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	

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

DEX: 23 SPD: 5 ECV: 6
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 35/ 15 ED/rED 40/ 15
END: 96 STUN: 49 BODY: 13

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
April 19th, 2015
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Name: Plasmoid
Species: None
Gender: None
Team: Ultimates

