

NAME: Power Tool				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10/30	Strength	x1	10	0
13/23	Dexterity	x3	10	9
13/20	Constitution	x2	10	6
12	Body	x2	10	4
20	Intelligence	x1	10	10
14	Ego	x2	10	8
13/18	Presence	x1	10	3
12	Comeliness	x1/2	10	1
2/20	Physical Defex	x1	2	0
3/20	Energy Defens	x1	3	0
3/6	Speed	x10	2.3	7
5/10	Recovery	x2	5	0
26	Endurance	x1/2	26	0
24	Stun	x1	24	0
Characteristics Cost:				48
STR Roll: 15-	Run			6"
DEX Roll: 14-	Swim			2"
INT Roll: 13-	Jump			6"
EGO Roll: 12-	Flight			15"
PER Roll: 17-				
Experience: 103				
DISADVANTAGES		BASE: 100+PTS		
Berserk,				20
"Taunted/insulted", uncommon, occur 11-, recover 8-				
Hunted, "UNTIL", more powerful, harsh, appear 11-				20
Hunted, "CY-FORCE", more powerful, harsh, appear 8-				15
Hunted, "MACE", more powerful, harsh, appear 8-				15
Normal Stats				20
Psych Lim, "Ruthless", common, strong				15
Psych Lim, "Arrogant, cocky", common, strong				15
Psych Lim, "Perfectionist", common, strong				15
Rep, "Ruthless mercenary", occur 11-, extreme reputation				15
Secret ID, "Dr. Marcus Pritchett"				15
Unluck, 2D6				10
Disadvantages Total :				175
Experience Spent +				103
Total Points =				378

ENEMIES

PTS	POWERS	END
==Skills==		
3	Computer Programming 13-	
7	Electronics 13-	
3	Inventor 13-	
5	KS: Paranormal Operatives 15-, (INT based)	
7	Mechanics 13-	
6	3 Rng Levels, all ranged attacks, OIF (-1/2)	
2	SC: Biophysics 13-, (INT based)	
2	SC: Chemistry 13-, (INT based)	
2	SC: Metallurgy 13-, (INT based)	
2	SC: Nuclear Physics 13-, (INT based)	
2	SC: Physics 13-, (INT based)	
3	Scientist	
3	Security Systems 13-	
3	Systems Operation 13-	
==Talents==		
3	Lightning Calculator	
==Equipment==		
31	MP (62), OAF(-1)	
3u	12D6 EB (Plasma bolt), "Plasma bolt"	6
3u	8D6 EB, "Vari-Blast", Var FX(+1/2), any SFX	6
3u	5D6 EB, "Rad bomb", NND (+1), Defense: not vs radiation shielding, Area Effect(+1/2)	6
3u	3 1/2D6 Drain, "Devitalizer", vs SFX (one power), Ranged (+1/2)	6
3u	5D6 Entangle, "Glue Gun", target and entangle damaged	6
3u	5D6 Flash, "Magnesium Flare", Sight Group	6
170	PKG, "Suit", OIF(-1/2)	5
(7)	+7 CON, doesn't add to figured	
(10)	15/15 Damage Resistance	
(15)	+10 DEX, doesn't add to figured	
(5)	80/0 End Reserve	
(3)	0/12 End Reserve, must be plugged into outlet(-2)	
(11)	+17 ED	
(8)	+4 Enhanced PER, with all senses	
(3)	5 Flash Defense	
(23)	15" Flight, x4 Non-Combat	3
(7)	HR Radio	
(13)	Life Support, doesn't	
330	: Powers Total	
48	+ Characteristic Total	
378	= Total Cost	

Base OCV: 8		Base DCV: 8				
Adjustment +	Final OCV =	Adjustment +	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:	3/6	ECV:	5	
Phases -	2	-	4	-	6	- 8 - 10 - 12
PD/rPD	20/	15	ED/rED	20/	15	
END:	26	STUN:	24	BODY:	12	
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						
6	High Tech Enemies (422) p34					
6	Name: Doctor Marcus Pritchett					
6	Species: Human					
6	Gender: Male					
6	Team: Destruction Company (leader)					

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold				
			(3) Mind Link				
			(12) +18 PD				
			(3) +5 PRE				
			(10) Radar Sense				
			(7) +5 REC				
			(20) +3.0 SPD				
			(10) +20 STR,doesn't add to figured	2			
			58 VPP (50),only change between adv,only change in given circ, "Gadget Pool",OAF(-1)				