

NAME: PSI Guard Elite				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
14	Dexterity	x3	10	12
13	Constitution	x2	10	6
10	Body	x2	10	0
15	Intelligence	x1	10	5
14	Ego	x2	10	8
13	Presence	x1	10	3
12	Comeliness	x1/2	10	1
5	Physical Defex	x1	3	2
5	Energy Defens	x1	3	2
3	Speed	x10	2.4	6
6	Recovery	x2	6	0
26	Endurance	x1/2	26	0
24	Stun	x1	24	0
Characteristics Cost:				48

STR Roll: 12-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	3"
EGO Roll: 12-	Teleportati	28"
PER Roll: 12-		

Experience: 91

DISADVANTAGES	BASE: 100+PTS
Distinctive,"Detects as a mutant",easily concealable,major	10
Hunted,"VIPER",more powerful,harsh,appear	11-
Hunted,"FBI",as powerful,harsh,appear	8-
Psych Lim,"Amoral",very common,strong	20
Psych Lim,"Loyal to PSI",common,moderate	10
Secret ID	15
Watched,"PSI",more powerful,non-combat influence,harsh,appear	14-
Disadvantages Total : 100	
Experience Spent + 91	
Total Points = 291	

Ψ PSI

PTS	POWERS	END
5	+0 Detect,make into sense,Desc: Psionic Powers	
30	MP (30)	
3u	3D6 Ego Attack	3
3u	6D6 Telepathy	3
14	17 Mental Defense	
12	Mind Link,related group,any distance,subject needs mind link,x4 # Of Minds	
5	Range,Detect ==Skills==	
3	Bugging 12-	
3	Combat Driving 12-	
1	KS: Mental Powers 8-	
3	Lockpicking 12-	
0	PS: Secret Agent 8-	
3	Security Systems 12-	
3	Shadowing 11-	
3	Stealth 12-	
	==Equipment==	
14	8/8 Armor,"Kevlar Vest",IIF(-1/4),14-Activation(-1/2)	
44	6D6 Drain,"Psiphon Grenades: 4D6 EGO, 2D6 INT",fade rate: per hour,OAF(-1),2 Charges(-1 1/2),Not vs. Life Support vs. breathing(-1/4),Area Effect(+1),radius	
18	4D6 Entangle,"Paralysis Webs",entangle not damaged,OAF(-1),3 Charges(-1 1/4)	
18	MP (50),"Energy Pistol",OAF(-1),No Knockback(-1/4),9-12 Charges(-1/4),Half-phase action to change setting(-1/4)	
2u	4D6 EB,"Stun Setting",NND(+1),Defense: Force Field,x25 Increased Max Range(+1/2)	
1u	2D6 RKA,"Kill Setting",Penetrating (+1/2)	
14	PKG,"PSI-Scanner",OAF(-1)	
(2)	+0 Detect,"Cerebellic Mutation",make into sense	
(2)	Range,Detect	
(10)	Targeting Sense	
38	28" Teleport,"Panic Ring",x32 Increased Mass,1 Floating Locations,IIF(-1/4),Only to floating location(-1)	
3	UV Vision,OIF(-1/2)	
243	: Powers Total	
48	+ Characteristic Total	
291	= Total Cost	

Base OCV: 5	Base DCV: 5
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: 14	SPD: 3	ECV: 5
Phases - - - 4	- - - 8	- - - 12
PD/rPD 13/ 8	ED/rED 13/ 8	
END: 26	STUN: 24	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	
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

0 Mind Games (402) p33
Species: Human
Team: PSI


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DISADVANTAGES

PTS

PTS

POWERS

END

PTS

POWERS

END