

**NAME:** The White King  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15/70	Strength	x1	10	5
16/26	Dexterity	x3	10	18
15/25	Constitution	x2	10	10
14	Body	x2	10	8
18	Intelligence	x1	10	8
15	Ego	x2	10	10
23	Presence	x1	10	16
16	Comeliness	x1/2	10	3
8	Physical Defex	x1	3	5
6	Energy Defens	x1	3	3
4/6	Speed	x10	2.6	14
8/15	Recovery	x2	6	4
40	Endurance	x1/2	30	5
40	Stun	x1	30	10
<b>Characteristics Cost:</b>				<b>119</b>

<b>STR Roll:</b> 23-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 13-	Jump	14"
<b>EGO Roll:</b> 12-	Flight	20"
<b>PER Roll:</b> 13-		

**Experience:** 319

DISADVANTAGES	BASE:	200+PTS
Berserk, "Facing defeat by Mutants", uncommon, occur 14-, recover 14-		15
Berserk, "IMAGE", uncommon, occur 14-, recover 11-		20
DNPC, "Sister: Katrina", incompetent, appear 8-		15
Enraged, "Mutants", common, occur 11-, recover 14-		8
Hunted, "IMAGE", as powerful, non-combat influence, harsh, appear 8-		15
Normal Stats		20
Psych Lim, "Total hatred of mutants", very common, total		25
Psych Lim, "Sadistic disregard for life", common, strong		15
Psych Lim, "Arrogant", common, moderate		10
Secret ID, "Doctor Jeffrey Andevers"		15

**Disadvantages Total :** 158  
**Experience Spent +** 319  
**Total Points =** 677

# ENEMIES

**PTS POWERS END**

- ==Perks==
- 1 11- Contact: Congress
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  - 1 11- Contact: Congress
  - 1 11- Contact: Congress
  - 3 13- Contact: Congress
  - 3 13- Contact: Congress
  - 3 13- Contact: Congress
  - 1 11- Contact: FBI
  - 1 11- Contact: HAWCS
  - 1 11- Contact: KGB
  - 3 13- Contact: National Security Council
  - 1 11- Contact: NATO
  - 4 14- Contact: Pentagon
  - 2 12- Contact: PRIMUS
  - 3 13- Contact: SAT
  - 1 11- Contact: UN Security Council
  - 3 Well-Connected
  - ==Skills==
  - 3 Bureaucratics 14-
  - 3 Bribery 14-
  - 3 Computer Programming 13-
  - 3 Deduction 13-
  - 5 Electronics 12-
  - 3 Forensic Medicine 13-
  - 3 High Society 14-
  - 3 Interrogation 14-
  - 3 Inventor 13-
  - 5 KS: Chess 15-, (INT based)
  - 6 2 Levels: Martial Arts, tight group
  - 10 2 Levels: PRE Based Skills, group of skills
  - 15 3 Levels: Suit Systems, related group
  - 4 Martial Block
  - 4 Martial Dodge
  - 4 M Strike, "Punch"
  - 3 Martial Throw
  - 3 Mechanics 11-
  - 5 Off Strike, "Kick"
  - 3 Oratory 14-
  - 3 Paramedic 13-
  - 3 Persuasion 14-
  - 2 PS: Polo 14-
  - 3 Riding 14-
  - 4 SC: Biology 15-, (INT based)
  - 4 SC: Chemistry 15-, (INT based)
  - 2 SC: Cybernetics 13-, (INT based)
  - 2 SC: Electrical Engineering 13-, (INT based)
  - 4 SC: Genetics 15-, (INT based)
  - 2 SC: Medicine 13-, (INT based)
  - 2 SC: Robotics 13-, (INT based)

**558 : Powers Total**  
**119 + Characteristic Total**  
**677 = Total Cost**

Base OCV: 9 Base DCV: 9  
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	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	16D6
Martial Throw	1/2	+0	+1	14D6 + v/5
Off Strike	1/2	-2	+1	18D6

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

DEX: 26 SPD: 4/6 ECV: 5  
Phases - 2 - 4 - 6 - 8 - 10 - 12  
PD/rPD 28/ 20 ED/rED 26/ 20  
END: 40 STUN: 40 BODY: 14

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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**  
The Mutant File p20  
Name: Jeffrey Andevers  
Species: Human  
Gender: Male  
Height 5 foot 10 inches  
Hair: Brown  
Eyes: Blue  
Team: Genocide



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			based)		(3)	Range, Detect	
		2	SC: Weapon Design 13-, (INT based)		(9)	+7 REC	
		3	Scientist		(13)	+2.0 SPD	
		3	Systems Operation 13-		(27)	+55 STR, doesn't add to figured	5
		3	Tactics 13- ==Equipment==		(13)	10" Teleport, x1K Increased Range, 1 Fixed Locations, Only to Fixed Location(-2), 1 Charges(-2)	0
		4	Instant Change (Wristwatch Summoner Unit), IIF(-1/4), personal focus				
		60	MP (Battlesuit Weaponry) (90), OIF (-1/2), personal focus				
		6u	3D6 Drain (Mutant Neutralizer), "vs all Mutant powers at once", vs SFX (all powers)	9			
		6u	7D6 Drain (Mutant Neutralizer), "vs any one mutant power", vs SFX (one power)	9			
		6u	5D6 Drain (Mutant Neutralizer), "vs any one mutant power", vs SFX (one power), Ranged(+1/2)	9			
		6u	9D6 Entangle (Force Bonds)	9			
		6u	14D6 EB (Plasma Bolt), Personal Immunity (+1/4)	9			
		6u	9D6 EB (Plasma Ray), Area Effect(+1), radius	9			
		291	PKG, "Battlesuit", OIF (-1/2), personal focus	9			
		(20)	4D6 Absorption (Battlesuit Deflectors), "To End Reserve", 20 Max Increase				
		(10)	4D6 Aid (Adrenal Boosters), 20 Max Increase, only to starting value, Affects self only(-1/2), 7-8 Charges(-1/2)	0			
		(50)	20/20 Armor, x1 Hardened(+1/4)				
		(10)	+10 CON, doesn't add to figured				
		(9)	+5 Detect (Mutant Detector), Desc: Mutant				
		(15)	+10 DEX, doesn't add to figured				
		(3)	Discriminatory, Detect				
		(20)	200/10 End Reserve (Battlesuit Power Supply)				
		(33)	20" Flight, x8 Non-Combat	4			
		(3)	5 Flash Defense, Sight Group				
		(7)	HR Radio				
		(3)	IR Vision				
		(13)	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold				
		(10)	23 Mental Defense (Brainwave Disruptors), 14- Activation(-1/2)				
		(20)	30 Power Defense				