

NAME: Scanner
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
20	Dexterity	x3	10	30
10	Constitution	x2	10	0
10	Body	x2	10	0
20	Intelligence	x1	10	10
20	Ego	x2	10	20
10	Presence	x1	10	0
18	Comeliness	x1/2	10	4
12	Physical Defex	1	2	10
12	Energy Defens	x1	2	10
4	Speed	x10	3.0	10
14	Recovery	x2	4	20
50	Endurance	x1/2	20	15
20	Stun	x1	20	0
Characteristics Cost:				129

STR Roll: 11-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	2"
EGO Roll: 13-		
PER Roll: 13-		

Experience: 38

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Police", less powerful, harsh, appear	8-	5
Hunted, "New York area superhero group", more powerful, harsh, appear	8-	15
Psych Lim, "Overconfident", common, strong		15
Unluck, 1D6		5
Vuln, "Electricity", common, x2 stun		20

Disadvantages Total : 70
Experience Spent + 38
Total Points = 308

ENEMIES

PTS	POWERS	END
10	14 Mental Defense	
100	MP (100)	
2u	Invisibility	2
10m	10D6 Mind Scan	5
2u	Mind Scan Invisible Power Effects	
9m	2D6 RKA, Invisible (+1/2), Sight Group	4
10m	10D6 Telepathy	5
2u	Telepathy Invisible Power Effects	
==Skills==		
14	7 Levels: Mind Scan	
4	Martial Block	
4	Martial Dodge	
4	M Strike	
3	Martial Throw	
5	Off Strike	

179 : **Powers Total**
129 + **Characteristic Total**
308 = **Total Cost**

Base OCV: 7 Base DCV: 7
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	4D6
Martial Throw	1/2	+0	+1	2D6 + v/5
Off Strike	1/2	-2	+1	6D6

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

DEX: 20 SPD: 4 ECV: 7
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 12/ 0 ED/rED 12/ 0
END: 50 STUN: 20 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	x1/2	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
Space Gamer #51 p23
Name: Joe Warriner
Species: Human mutant
Gender: Male
Team:

