NAME: Sci-Fi (HTE p22) PLAYER:

VALUE CHAR COST BASE PTS 30 Strength x1 10 20 23 Dexterity x3 10 39 25 Constitution x2 10 30 15 Body x2 10 10 15 Intelligence x1 10 5 11 Ego x2 10 -1 10 Physical Defex1 6 4 10 Energy Defensx1 5 5 5 Speed x10 3.3 17 11 Recovery x2 11 0 50 Endurance x1/2 50 0 45 Stun x1 43 2 Characteristics Cost: 143 2 Characteristics Cost: 143 2 STR Roll: 12- Jump 6" Distinctive, "Living 20 S powerful, harsh, appear 8- <tr< th=""><th><pre>30 Strength x1 10 20 23 Dexterity x3 10 39 25 Constitution x2 10 30 15 Body x2 10 10 15 Intelligence x1 10 5 11 Ego x2 10 2 20 Presence x1 10 10 8 Comeliness x1/2 10 -1 10 Physical Defex1 6 4 10 Energy Defensx1 5 5 5 Speed x10 3.3 17 11 Recovery x2 11 0 50 Endurance x1/2 50 0 45 Stun x1 43 2 Characteristics Cost: 143 STR Roll: 15- DEX Roll: 14- INT Roll: 12- Experience: 0 DISADVANTAGES BASE: 276+PTS Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, harsh, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Numanity", common, total Public ID 10 Rep, "Famous former hero", 15</pre></th><th>PLAYER:</th><th></th></tr<>	<pre>30 Strength x1 10 20 23 Dexterity x3 10 39 25 Constitution x2 10 30 15 Body x2 10 10 15 Intelligence x1 10 5 11 Ego x2 10 2 20 Presence x1 10 10 8 Comeliness x1/2 10 -1 10 Physical Defex1 6 4 10 Energy Defensx1 5 5 5 Speed x10 3.3 17 11 Recovery x2 11 0 50 Endurance x1/2 50 0 45 Stun x1 43 2 Characteristics Cost: 143 STR Roll: 15- DEX Roll: 14- INT Roll: 12- Experience: 0 DISADVANTAGES BASE: 276+PTS Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, harsh, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Numanity", common, total Public ID 10 Rep, "Famous former hero", 15</pre>	PLAYER:	
20 Presence x1 10 10 8 Comeliness x1/2 10 -1 10 Physical Defex1 6 4 10 Energy Defensx1 5 5 5 Speed x10 3.3 17 11 Recovery x2 11 0 50 Endurance x1/2 50 0 45 Stun x1 43 2 Characteristics Cost: 143 STR Roll: 15- DEX Roll: 14- SWim 2" INT Roll: 12- EGO Roll: 11- PER Roll: 12- Experience: 0 DISADVANTAGES BASE: 276+PTS Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Master 20 Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Con't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	20 Presence x1 10 10 8 Comeliness x1/2 10 -1 10 Physical Defex1 6 4 10 Energy Defensx1 5 5 5 Speed x10 3.3 17 11 Recovery x2 11 0 50 Endurance x1/2 50 0 45 Stun x1 43 2 Characteristics Cost: 143 STR Roll: 15- DEX Roll: 14- SWim 2" INT Roll: 12- EGO Roll: 11- PER Roll: 12- Experience: 0 DISADVANTAGES BASE: 276+PTS Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Master 20 Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Con't 20 Killing", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	30 Strength x1 1 23 Dexterity x3 1 25 Constitution x2 1 15 Body x2 1	0 20 0 39 0 30 0 10 0 5
<pre>11 Recovery x2 11 0 50 Endurance x1/2 50 0 45 Stun x1 43 2 Characteristics Cost: 143 STR Roll: 15- DEX Roll: 14- Swim 2" INT Roll: 12- INT Roll: 12- EXPERIENCE: 0 DISADVANTAGES BASE: 276+PTS Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Viper", more 15</pre>	<pre>11 Recovery x2 11 0 50 Endurance x1/2 50 0 45 Stun x1 43 2 Characteristics Cost: 143 STR Roll: 15- DEX Roll: 14- Swim 2" INT Roll: 12- EXPERIENCE: 0 DISADVANTAGES BASE: 276+PTS Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Viper", more 15 powerful, har</pre>	20 Presence x1 1 8 Comeliness x1/2 1 10 Physical Defex1 6 10 Energy Defensx1 5	$\begin{array}{ccc} 0 & 10 \\ 0 & -1 \\ 5 & 4 \\ 5 & 5 \end{array}$
DEX Roll: 14- INT Roll: 12-Swim2"INT Roll: 12-Jump6"EGO Roll: 11- PER Roll: 12-Flight25"Experience: 0Distinctive, "Living20Distinctive, "Living20Battlesuit", not concealable, majorBASE: 276+PTSHunted, "Cyberknights", as powerful, mild, appear 8- Hunted, "by EuroStar", more powerful, harsh, appear 8- Hunted, "by Viper", more powerful, harsh, appear 8- Hunted, "by Viper", more powerful, harsh, appear 8- Hunted, "by Viper", more powerful, harsh, appear 8- Physical Lim, "Can't physically interact", all the time, greatly Psych Lim, "Longs to regain the time, strong Psych Lim, "Code vs Killing", common, strong Psych Lim, "Code vs Killing", common, total Public ID Nee, "Famous former hero", 15	DEX Roll: 14- INT Roll: 12-Swim2"INT Roll: 12-Jump6"EGO Roll: 11- PER Roll: 12-Flight25"Experience: 0Distinctive, "Living20Distinctive, "Living20Battlesuit", not concealable, majorBASE: 276+PTSHunted, "Cyberknights", as powerful, mild, appear 8- Hunted, "by EuroStar", more powerful, harsh, appear 8- Hunted, "by Master20Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more powerful, harsh, appear 8- Physical Lim, "Can't physically interact", all the time, greatly Psych Lim, "Longs to regain the time, "common, strong Psych Lim, "Code vs Killing", common, total Public ID10Rep, "Famous former hero", 1515	45 Stun $x1$ 4	0 0 3 2
DISADVANTAGES BASE: 276+PTS Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Master 20 Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Can't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	DISADVANTAGES BASE: 276+PTS Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Master 20 Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Can't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	DEX Roll: 14- INT Roll: 12- EGO Roll: 11- Flight	2" 6"
Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Master 20 Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Can't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	Distinctive, "Living 20 Battlesuit", not concealable, major Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Master 20 Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Can't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	Experience: 0	
Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Master 20 Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Can't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	Hunted, "Cyberknights", as 5 powerful, mild, appear 8- Hunted, "by EuroStar", more 15 powerful, harsh, appear 8- Hunted, "by Master 20 Control", more powerful, non-combat influence, harsh, appear 8- Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Can't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	Distinctive,"Living Battlesuit",not	
powerful,harsh,appear 8- Hunted,"by Master 20 Control",more powerful, non-combat influence, harsh,appear 8- Hunted,"by Viper",more 15 powerful,harsh,appear 8- Physical Lim,"Can't 20 physically interact",all the time,greatly Psych Lim,"Longs to regain 15 humanity",common,strong Psych Lim,"Code vs 20 Killing",common,total Public ID 10 Rep,"Famous former hero", 15	powerful,harsh,appear 8- Hunted,"by Master 20 Control",more powerful, non-combat influence, harsh,appear 8- Hunted,"by Viper",more 15 powerful,harsh,appear 8- Physical Lim,"Can't 20 physically interact",all the time,greatly Psych Lim,"Longs to regain 15 humanity",common,strong Psych Lim,"Code vs 20 Killing",common,total Public ID 10 Rep,"Famous former hero", 15	Hunted,"Cyberknights",as powerful,mild,appear 8-	-
Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Can't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	Hunted, "by Viper", more 15 powerful, harsh, appear 8- Physical Lim, "Can't 20 physically interact", all the time, greatly Psych Lim, "Longs to regain 15 humanity", common, strong Psych Lim, "Code vs 20 Killing", common, total Public ID 10 Rep, "Famous former hero", 15	<pre>powerful,harsh,appear 8- Hunted,"by Master Control",more powerful, non-combat influence,</pre>	
the time,greatly Psych Lim,"Longs to regain 15 humanity",common,strong Psych Lim,"Code vs 20 Killing",common,total Public ID 10 Rep,"Famous former hero", 15	the time,greatly Psych Lim,"Longs to regain 15 humanity",common,strong Psych Lim,"Code vs 20 Killing",common,total Public ID 10 Rep,"Famous former hero", 15	Hunted, "by Viper", more powerful, harsh, appear 8- Physical Lim, "Can't	_
Killing",common,total Public ID 10 Rep,"Famous former hero", 15	Killing",common,total Public ID 10 Rep,"Famous former hero", 15	the time, greatly Psych Lim, "Longs to regai humanity" common strong	n 15
Public ID 10 Rep,"Famous former hero", 15	Public ID 10 Rep,"Famous former hero", 15	Psych Lim, "Code vs Killing", common, total	20
		Public ID Rep,"Famous former hero",	

E: Sci-Fi (HTE p22) YER:		Bas Adjust
UE CHAR COST BASE PTS 30 Strength x1 10 20 23 Dexterity x3 10 39	ENEMIES	Final
25 Constitution x2 10 30 15 Body x2 10 10 15 Intelligence x1 10 5		Maneuver Block Brace
11 Ego x2 10 2 20 Presence x1 10 10 8 Comeliness x1/2 10 -1	PTS POWERS END 5 5 Flash Defense,Sight Group	
10 Physical Defex1 6 4 10 Energy Defensx1 5 5	5 5 Flash Defense, Hearing Group	Haymaker Move By
5 Speed x10 3.3 17 11 Recovery x2 11 0 50 Endurance x1/2 50 0	30 Life Support,doesn't breathe,doesn't eat/sleep/excrete,safe	Move Throug Set Martial Disari
45 Stun x1 43 2 Characteristics Cost: 143	in vacuum/pressure, safe in radiation,safe in heat/cold,immune to	M Strike Martial Throv
Roll: 15- Run 6" Roll: 14- Swim 2" Roll: 12- Jump 6"	disease,immune to aging 5 Mind Link,"w/Cy-Force	Rang < RMod -
Roll: 11- Roll: 12-	members",related group,subject needs mind link	DEX: Phases
erience: 0	==Perks, Skills & Talents==	PD/rPD
ADVANTAGES BASE: 276+PTS tinctive,"Living 20 ttlesuit",not	2 KS: U.S. Military 11- 15 3 Levels: w/Multipower,related	END:
ncealable,major ted,"Cyberknights",as 5	group 4 Martial Disarm,"Judo	3D6 Loc
werful,mild,appear 8- ted,"by EuroStar",more 15	Disarm" 4 M Strike,"Boxing	3-5 Head 6 Hand
werful,harsh,appear 8- ted,"by Master 20	Cross" 3 Martial Throw,"Aikido	7-8 Arms 9 Shou
ntrol",more powerful, n-combat influence,	Throw" 3 Paramedic 12-	10-11 Ches 12 Storr
rsh,appear 8- ted,"by Viper",more 15	3 Systems Operation 12- 3 Tactics 12-	13 Vital 14 Thig
werful,harsh,appear 8- sical Lim,"Can't 20 ysically interact",all	==Equipment== 8 360 Degree Sensing, "w/Radar",Radio Group,	15-16 Legs 17-18 Feet
e time,greatly ch Lim,"Longs to regain 15	IIF(-1/4) 37 15/15 Armor, "Armor	
manity",common,strong ch_Lim,"Code vs 20	plates", OIF(-1/2), x1 Hardened(+1/4)	
lling",common,total lic ID 10 ,"Famous former hero", 15	<pre>17 150/20 End Reserve, recovery rate: per hour,IIF(-1/4)</pre>	
cur 14-	<pre>33 25" Flight,"Jetpack", OIF(-1/2) 5 8 HR Radio,"Implants",</pre>	
	IIF(-1/4) 50 MP (75),"Weapon	
	Systems",OIF(-1/2) 5u 10D6 EB,"Plasma Burst",x1 Armor	
	Piercing(+1/2) 7 5u 6D6 EB,NND(+1),	
	Defense: insulated armor/electrical,Area Effect(+1/2) 7	
	5u 5D6 Entangle,"Force Bonds",entangle not damaged 7	
	5u 2D6 RKA, "Pulse Laser", x5 Autofire(+1/2),0	
	END(+1),double cost (for autofire) 0 5u 50 STR TK,"Tractor	
	Beam" 7 12 Radar Sense,"Cyborg	
Disadvantages Total : 155 Experience Spent + 0 Total Points = 431	<pre>implants",IIF(-1/4) 288 : Powers Total 143 + Characteristic Total 431 = Total Cost</pre>	
	TJI - IULAI CUSL	

se OCV: 8 Base DCV: 8 tment + Adjustment + 1 OCV = Final DCV = Final DCV = Phase OCV DCV Effect 1/2+0+0 stops attack 0 +2 1/2 +2 vs RMod +0 STR vs STR 1/2-2 1/2+0+3 all attacks grab, do STR 1/2 -1 -2 1/2+0-5 x1 1/2 STR 1/2-2 -2 STR/2 + v/5 1/2 ıgh -v/5 -3 STR + v/3 1 $^{+1}$ $^{+0}$ +1 40 STR 1/2arm -1 1/2+0+2 8D6 1/2+0 $+1 \quad 6D6 + v/5$ ow <4 <8 <16 <32 <64 <128 -0 -2 -4 -6 -8 -10 5 23 SPD: ECV: 4 **S** - - 3 - 5 - - 8 - 10 - 12 D 25/ 15 ED/rED 25/ 15 50 STUN: 45 BODY: 15 с StunX NStun BodyX CV Armor x5 x2 x2 -8 ad x1 x1/2 x1/2nds -6 x2 x1/2 x1/2 -5 ms x1 x3 x1 -5 oulders est x3 x1 x1 -3 x4 x1 1/2 -7 omach x1 als x4 x1 1/2 x2 -8 x2 -4 ighs x1 x1 x1/2 x2 x1/2 -6 gs et x1 x1/2x1/2 -8

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m

DISADVANTAGES	PTS	PTS POWERS	END	PTS	POWERS	END
		<pre>12 +10 Telescopic Sense "Lenses",Sight Group IIF(-1/4) 4 UV Vision,"Lenses", IIF(-1/4)</pre>				
		IIF(-1/4)				
1						