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	2
20	Presence	x1	10	10
8	Comeliness	x1/2	10	-1
10	Physical Def	x1	6	4
10	Energy Defens	x1	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- Run 6"
DEX Roll: 14- Swim 2"
INT Roll: 12- Jump 6"
EGO Roll: 11- Flight 25"
PER Roll: 12-

Experience: 0

DISADVANTAGES	BASE: 276+PTS
Distinctive,"Living Battlesuit",not concealable,major	20
Hunted,"Cyberknights",as powerful,mild,appear 8-	5
Hunted,"by EuroStar",more powerful,harsh,appear 8-	15
Hunted,"by Master Control",more powerful, non-combat influence, harsh,appear 8-	20
Hunted,"by Viper",more powerful,harsh,appear 8-	15
Physical Lim,"Can't physically interact",all the time,greatly	20
Psych Lim,"Longs to regain humanity",common,strong	15
Psych Lim,"Code vs Killing",common,total	20
Public ID	10
Rep,"Famous former hero", occur 14-	15

Disadvantages Total :	155
Experience Spent +	0
Total Points =	431

PTS	POWERS	END
5	5 Flash Defense,Sight Group	
5	5 Flash Defense, Hearing Group	
30	Life Support,doesn't breathe,doesn't eat/sleep/excrete,safe in vacuum/pressure, safe in radiation,safe in heat/cold,immune to disease,immune to aging	
5	Mind Link,"w/Cy-Force members",related group,subject needs mind link	
	==Perks, Skills & Talents==	
2	KS: U.S. Military 11-	
15	3 Levels: w/Multipower,related group	
4	Martial Disarm,"Judo Disarm"	
4	M Strike,"Boxing Cross"	
3	Martial Throw,"Aikido Throw"	
3	Paramedic 12-	
3	Systems Operation 12-	
3	Tactics 12-	
	==Equipment==	
8	360 Degree Sensing, "w/Radar",Radio Group, IIF(-1/4)	
37	15/15 Armor,"Armor plates",OIF(-1/2),x1 Hardened(+1/4)	
17	150/20 End Reserve, recovery rate: per hour,IIF(-1/4)	
33	25" Flight,"Jetpack", OIF(-1/2)	5
8	HR Radio,"Implants", 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 implants",IIF(-1/4)	
288	**: Powers Total**	
143	**+ Characteristic Total**	
431	**= Total Cost**	

Base OCV: 8   Base DCV: 8
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 Disarm	1/2	-1	+1	40 STR
M Strike	1/2	+0	+2	8D6
Martial Throw	1/2	+0	+1	6D6 + v/5

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

DEX: 23   SPD: 5   ECV: 4

Phases - - 3 - 5 - - 8 - 10 - 12

PD/rPD 25/ 15 ED/rED 25/ 15

END: 50   STUN: 45   BODY: 15

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

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