

NAME: Surge
PLAYER:

VALUE	CHAR	COST	BASE	PTS
21	Strength	x1	10	11
25	Dexterity	x3	10	45
24	Constitution	x2	10	28
13	Body	x2	10	6
15	Intelligence	x1	10	5
14	Ego	x2	10	8
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
14	Physical Defex	x1	4	10
18	Energy Defens	x1	5	13
5	Speed	x10	3.5	15
13	Recovery	x2	9	8
48	Endurance	x1/2	48	0
41	Stun	x1	36	5
Characteristics Cost:				161

STR Roll: 13-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 85

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "EB DS goes off when not wearing harness", uncommon, occur 14-	15	
Enraged, "If loosing or regulator vest destroyed", common, occur 11-, recover 11-	10	
Hunted, "Commander", as powerful, harsh, appear 11-	15	
Physical Lim, "No real memories", infrequently, slightly	5	
Physical Lim, "Blinded if uses Multipower without goggles", infrequently, slightly	5	
Psych Lim, "Aggressive", common, moderate	10	
Psych Lim, "Loyal to Martix", common, strong	15	
Secret ID	15	
Unluck, 1D6	5	
Watched, "Matrix", more powerful, non-combat influence, harsh, appear 14-	15	

Disadvantages Total : 110
Experience Spent + 85
Total Points = 295

ALLIES™

PTS POWERS END

15 0/20 Armor, Only vs. electricity(-1)
75 MP (75)
7u 10 1/2D6 EB, 1/2 END (+1/4)
3 7u 5D6 EB, 0 END(+1/2), Continuous(+1), Damage Shield(+1/2)
0 2u 10 STR TK, "Static Field", affects all parts, Area Effect (+1/2)
2 10 1/2D6 Flash, Sight, Linked(-1/2), "Multipower", 0 END (+1/2), Continuous(+1), Area Effect(+1/2)
0 4 1 BODY Regen, recovery rate: per week
6 Life Support, immune to disease, immune to aging
==Skills==
3 Acrobatics 14-
3 Deduction 12-
==Equipment==
2 5 Flash Defense, "Goggles", OAF(-1)

134 : **Powers Total**
161 + **Characteristic Total**
295 = **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
3 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: 25 SPD: 5 ECV: 5
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 14/ 0 ED/rED 38/ 20
END: 48 STUN: 41 BODY: 13

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
Name: Surge
Species: Human mutate
Gender: Male
Team: DNAgents