

**NAME:** Thunderbolt  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
30	Strength	x1	10	20
23	Dexterity	x3	10	39
20	Constitution	x2	10	20
13	Body	x2	10	6
13	Intelligence	x1	10	3
14	Ego	x2	10	8
20	Presence	x1	10	10
14	Comeliness	x1/2	10	2
23	Physical Defex	x1	6	17
40	Energy Defens	x1	4	36
5	Speed	x10	3.3	17
10	Recovery	x2	10	0
40	Endurance	x1/2	40	0
38	Stun	x1	38	0
<b>Characteristics Cost:</b>				<b>178</b>

<b>STR Roll:</b> 15-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 12-	Jump	6"
<b>EGO Roll:</b> 12-	Flight	15"
<b>PER Roll:</b> 12-		

**Experience:** 42

DISADVANTAGES	BASE:	200+PTS
Hunted, "Genocide", more powerful, harsh, appear	8-	15
Hunted, "FBI", more powerful, non-combat influence, harsh, appear	8-	20
Psych Lim, "Enjoys using powers", uncommon, moderate		5
Psych Lim, "Dislikes taking orders or being talked down to", common, moderate		10
Psych Lim, "Dislikes big dumb bricks", common, moderate		10
Secret ID, "Doctor Howie Reeves"		15
Unluck, 1D6		5
Vuln, "Metal attacks", very common, x1 1/2 stun		15
Vuln, "Metal attacks", very common, x2 body		30

**Disadvantages Total :** 125  
**Experience Spent +** 42  
**Total Points =** 367

# ENEMIES

PTS	POWERS	END
12	EC (Electricity) (15), must charge once a day to keep powers(-1/4)	
12a)	15" Flight	3
20b)	15/25 Force Field	4
24	Life Support (Electricity), 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, must charge once a day to keep powers (-1/4)	
12	3D6 EB (Electricity), must charge once a day to keep powers(-1/4)	1
60	MP (Electricity) (75), must charge once a day to keep powers(-1/4)	3
6u	12D6 EB, 1/2 END(+1/4)	3
5u	5D6 Flash, 1/2 END (+1/4)	3
3u	4D6 RKA, only vs. entanglements and grabs(-1), 1/2 END (+1/4)	3
2u	20" Teleport, only through conductors or air(-1/2) ==Skills==	4
3	Computer Programming 12-	
3	Lang: French, fluent w/accent	
6	2 Levels: Multipower, tight group	
8	1 Levels, all combat	
2	SC: Computer Science 12-, (INT based)	
2	SC: Electrical Engineer 12-, (INT based)	
2	SC: Physics 12-, (INT based)	
3	Scientist ==Equipment==	
4	5 Flash Defense, Sight Group, IIF(-1/4)	

189 : **Powers Total**  
178 + **Characteristic Total**  
367 = **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	

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

DEX: 23    SPD: 5    ECV: 5  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 38/ 15    ED/rED 65/ 25  
END: 40    STUN: 38    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**  
Enemies III (16) p20  
Name: Doctor Howie Reeves  
Species: Human mutate  
Gender: Male

