

NAME: Torment
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
22	Dexterity	x3	10	36
32	Constitution	x2	10	44
15	Body	x2	10	10
16	Intelligence	x1	10	6
25	Ego	x2	10	30
12	Presence	x1	10	2
16	Comeliness	x1/2	10	3
20	Physical Defex	x1	4	16
20	Energy Defens	x1	6	14
5	Speed	x10	3.2	18
20	Recovery	x2	10	20
70	Endurance	x1/2	64	3
60	Stun	x1	41	19
Characteristics Cost:				231

STR Roll: 13-	Run	9"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 14-	Teleportati	28"
PER Roll: 12-		

Experience: 128

DISADVANTAGES	BASE:	200+PTS
Dependence, "Pain killer drugs", uncommon, per day, 3D6		5
Hunted, "FBI", as powerful, harsh, appear 8-		10
Hunted, "VIPER", as powerful, harsh, appear 11-		15
Hunted, "Genocide", more powerful, harsh, appear 11-		20
Psych Lim, "Fear of pain", common, strong		15
Psych Lim, "Apathetic", common, moderate		10
Unluck, 2D6		10

Disadvantages Total : 85
Experience Spent + 128
Total Points = 413

Ψ PSI

PTS	POWERS	END
40	3D6 Ego Attack, Concentrate(-1/2), constant concentration, Continuous(+1)	6
20	2D6 Ego Attack, Concentrate, 0 DCV (-1/2), Based on first Ego Attack(-1/2), Continuous(+1)	4
15	20 Mental Defense	2
6	9" Running ==Skills==	
0	PS: Anastheologist 8- ==Equipment==	
20	10/10 Armor, "Suit", OIF(-1/2)	
39	6D6 Drain, "Psiphon Grenade", fade rate: per hour, OAF(-1), 1 Charges(-2), Not vs. Life Support vs. breathing(-1/4), Area Effect(+1), radius	0
4	5 Flash Defense, "Polarized Contacts", Sight Group, IIF(-1/4)	
38	28" Teleport, "Panic Ring", x32 Increased Range, 1 Floating Locations, IIF(-1/4), Only to floating location(-1)	6

182 : **Powers Total**
231 + **Characteristic Total**
413 = **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	

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

DEX: 22 SPD: 5 ECV: 8
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 30/ 10 ED/rED 30/ 10
END: 70 STUN: 60 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	

NOTES
6 Name: Jeff Baldwin
Species: Human mutate
Gender: Male
Team: PSI

