

NAME: Aerion
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
27	Dexterity	x3	10	51
18	Constitution	x2	10	16
11	Body	x2	10	2
13	Intelligence	x1	10	3
13	Ego	x2	10	6
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
45	Physical Defex	x1	2	43
45	Energy Defens	x1	4	41
6	Speed	x10	3.7	23
12	Recovery	x2	6	12
36	Endurance	x1/2	36	0
40	Stun	x1	25	15
Characteristics Cost:				219

STR Roll: 11-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	2"
EGO Roll: 12-	Flight	43"
PER Roll: 12-		

Experience: 258

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Evil mutant group", more powerful, harsh, appear 8-		15
Hunted, "US government", as powerful, non-combat influence, harsh, appear 8-		15
Psych Lim, "Overconfident", common, total		20
Secret ID, "Jon"		15
Vuln, "Opponents with 4 levels of DI", uncommon, x2 stun		10
Vuln, "Fire", common, x2 stun		20

Disadvantages Total : 105
Experience Spent + 258
Total Points = 563

ENEMIES

PTS	POWERS	END
15	Sonar	
37	EC (55), Only in air (-1/4), IIF(-1/4)	
38a)	15D6 EB, 0 END(+1/2)	0
49b)	43" Flight, 0 END(+1/2)	0
37c)	37/37 Force Field, 0 END(+1/2)	0
76d)	75 STR TK, 0 END(+1/2)	0
53e)	40 STR TK, Area Effect (+1), radius, 1/2 END (+1/4)	6
12	+6 Enhanced PER, Hearing	
20	Targeting Sense, Hearing	
	==Skills==	
7	3 Levels: Elemental Control, tight group, IIF(-1/4)	

344 : Powers Total
219 + Characteristic Total
563 = Total Cost

Base OCV: 9 Base DCV: 9
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: 27	SPD: 6	ECV: 4
Phases - 2 - 4 - 6 - 8 - 10 - 12		
PD/rPD 82/ 37	ED/rED 82/ 37	
END: 36	STUN: 40	BODY: 11

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
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Name: Jon
Species: Human mutant
Gender: Male

