

NAME: Airbus
PLAYER:

VALUE	CHAR	COST	BASE	PTS
19/44	Strength	x1	10	9
15	Dexterity	x3	10	15
23	Constitution	x2	10	26
18	Body	x2	10	16
10	Intelligence	x1	10	0
8	Ego	x2	10	-4
10	Presence	x1	10	0
16	Comeliness	x1/2	10	3
5	Physical Defex	x1	4	1
5	Energy Defens	x1	5	0
5	Speed	x10	2.5	25
15	Recovery	x2	9	12
40	Endurance	x1/2	46	-3
40	Stun	x1	40	0
Characteristics Cost:				100

STR Roll: 18-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 11-	Jump	9"
EGO Roll: 11-	Flight	15"
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Distinctive, "Huge build", concealable, minor		10
Hunted, "UNTIL", as powerful, non-combat influence, harsh, appear	8-	15
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear	8-	20
Hunted, "PRIMUS", as powerful, non-combat influence, harsh, appear	11-	20
Physical Lim, "Drug addict", infrequently, greatly		10
Psych Lim, "Doesn't like to fight, will only do so if cornered", common, moderate		10
Psych Lim, "Loves to fly - will rarely land", common, moderate		10
Psych Lim, "Protective of innocents", common, moderate		10
Psych Lim, "Code vs. killing", common, strong		15
Secret ID, "Michael Jennings"		15
Vuln, "Heat/fire", common, x1 1/2 stun		10

Disadvantages Total : 155
Experience Spent + 0
Total Points = 255

ENEMIES

PTS	POWERS	END
25	EC (Telekinesis) (25)	
25a)	8D6 EB, Indirect (+1/4)	5
25b)	15" Flight, x32 Non-Combat	3
20c)	12/0 Force Wall, transparent to energy, No Range (-1/2), Self englobement only (-1/4), 0 END (+1/2)	0
5	0 Extra Limbs (Telekinesis)	
15	+25 STR (Telekinesis), doesn't add to figured, only for lifting (-3/4), Visible (-1/4), 0 END (+1/2) ==Skills==	0
1	KS: Drug Dealers 8-	
1	KS: Heavy Metal Music 8-	
8	4 Levels: Energy Blast	
3	Stealth 12-	
3	Streetwise 11-	
1	Tactics 8-	
	==Talents==	
3	Bump Of Direction	
5	Eidetic Memory, Only for memorizing maps (-1)	
	==Equipment==	
15	10/20 Force Field, "Force Belt", OIF (-1/2), 3 Charges (-1/2), continuing, duration: 1 minute	0

155 : **Powers Total**
100 + **Characteristic Total**
255 = **Total Cost**

Base OCV: 5 Base DCV: 5
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: 15 SPD: 5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 15/ 10 ED/rED 25/ 20
END: 40 STUN: 40 BODY: 18

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 for Hire (439) p8
Name: Allan Larson
Species: Human mutant
Gender: Male
Height: 6 feet 4 inches
Weight: 246 pounds
Hair: Brown
Eyes: Green

