

NAME: Bastion of Budapest
PLAYER:

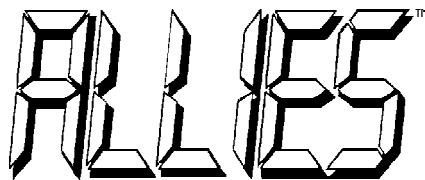
VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
15	Dexterity	x3	10	15
18	Constitution	x2	10	16
10	Body	x2	10	0
18	Intelligence	x1	10	8
23	Ego	x2	10	26
10	Presence	x1	10	0
8	Comeliness	x1/2	10	-1
8	Physical Defex	x1	3	5
8	Energy Defens	x1	4	4
5	Speed	x10	2.5	25
7	Recovery	x2	7	0
36	Endurance	x1/2	36	0
26	Stun	x1	26	0
Characteristics Cost:				101

STR Roll: 12-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	3"
EGO Roll: 14-		
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE:	277+PTS
DNPC, "Adopted niece",		15
incompetent, appear 8-		
Distinctive, "Detects as a mutant", easily concealable, major		10
Distinctive, "Short and bald", concealable, minor		10
Enraged, "Children hurt", uncommon, occur 14-, recover 8-		13
Physical Lim, "Nearsighted", infrequently, slightly		5
Psych Lim, "Always obeys orders of superiors", common, strong		15
Psych Lim, "Never endangers children", common, strong		15
Psych Lim, "Frightened of losing custody of niece", very common, strong		20
Public ID, "Bonov Garanski"		10
Rep, "National Hungarian hero", occur 11-		10
Watched, "Hungarian government", as powerful, non-combat influence, mild, appear 14-		10

Disadvantages Total : 133
Experience Spent + 0
Total Points = 410



PTS	POWERS	END
70	EC (70), "Force Manipulation"	
80a)	6D6 Entangle, 0 END (+1/2), Based On ECV (+1)	
70b)	14/14 Force Wall, x2 Hardened(+1/2), 0 END (+1/2)	
40	1D6 RKA, Linked(-1/2), "Entangle", NND(+1), Defense: Life Support, 0 END(+1/2), Continuous(+1), +1 Increased Stun Mult (+1/2)	
==Perks==		
2	11- Contact: Hungarian government	
3	Federal Police Powers	
==Skills==		
2	AK: Budapest 11-	
2	AK: Hungary 11-	
13	Bureaucratics 16-	
3	Cryptography 13-	
2	Lang: English, fluent conversation	
0	Lang: Hungarian, native	
3	Lip Reading 11-	
==Talents==		
3	Absolute Time Sense	
10	Eidetic Memory	
3	Lightning Calculator	
3	Speed Reading	

309 : **Powers Total**
 101 + **Characteristic Total**
 410 = **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: 8
 Phases - - 3 - 5 - - 8 - 10 - 12
 PD/rPD 8/ 0 ED/rED 8/ 0
 END: 36 STUN: 26 BODY: 10

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
 European Enemies (417) p42
 Name: Bonov Garanski
 Species: Human mutant
 Gender: Male
 Hair: None