

**NAME:** Chameleon Mouse  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
9	Strength	x1	10	-1
10	Dexterity	x3	10	0
10	Constitution	x2	10	0
10	Body	x2	10	0
12	Intelligence	x1	10	2
12	Ego	x2	10	4
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
2	Physical Defex	x1	2	0
2	Energy Defens	x1	2	0
2	Speed	x10	2.0	0
4	Recovery	x2	4	0
20	Endurance	x1/2	20	0
20	Stun	x1	20	0
<b>Characteristics Cost:</b>				<b>5</b>

<b>STR Roll:</b> 11-	Run	9"
<b>DEX Roll:</b> 11-	Swim	2"
<b>INT Roll:</b> 11-	Jump	2"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 0

**DISADVANTAGES**      **BASE: 100+PTS**  
 Distinctive, "Small, hairless humanoid", easily concealable, minor      **5**

**Disadvantages Total :** 5  
**Experience Spent +** 0  
**Total Points =** 105



**PTS**                      **POWERS**                      **END**  
 45 MP (45), "Light control"  
 1u 2" Change Environment, Desc: Light, 0 END (+1/2)  
 4u 2D6 Flash, Sight Group, 0 END(+1/2)  
 3u Invisibility, Hearing, Sight Group, Does not effect clothings or belongings(-1/2), 0 END(+1/2)  
 6 9" Running

Base OCV: 3      Base DCV: 3  
 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:** 10      **SPD:** 2      **ECV:** 4  
**Phases** - - - - - 6 - - - - - 12  
**PD/rPD** 2/ 0      **ED/rED** 2/ 0  
**END:** 20      **STUN:** 20      **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**

59 : **Powers Total**  
 5 + **Characteristic Total**  
 64 = **Total Cost**