

NAME: Escapade				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
26	Dexterity	x3	10	48
13	Constitution	x2	10	6
12	Body	x2	10	4
13	Intelligence	x1	10	3
11	Ego	x2	10	2
18	Presence	x1	10	8
22	Comeliness	x1/2	10	6
4	Physical Defex	x1	2	2
4	Energy Defens	x1	3	1
6	Speed	x10	3.6	24
8	Recovery	x2	5	6
40	Endurance	x1/2	26	7
24	Stun	x1	24	0
Characteristics Cost:				117
STR Roll: 11-	Run		8"	
DEX Roll: 14-	Swim		2"	
INT Roll: 12-	Jump		10"	
EGO Roll: 11-	Flight		5"	
PER Roll: 12-				
Experience: 47				
DISADVANTAGES BASE: 100+PTS				
Distinctive,"Detects as a mutant",easily concealable,major			10	
Hunted,"ARMOUR",less powerful,harsh,appear		8-	5	
Hunted,"VIPER",more powerful,non-combat influence,harsh,appear		8-	20	
Hunted,"Genocide",more powerful,non-combat influence,harsh,appear		11-	25	
Psych Lim,"Code vs. killing",common,strong			15	
Psych Lim,"Fear of physical combat",common,total			20	
Psych Lim,"Playful, funloving",common,strong			15	
Rivalry,"Other telekinetics",professional			5	
Vuln,"Natural HTH attacks",common,x1 1/2 stun			10	
Disadvantages Total :				125
Experience Spent +				47
Total Points =				272

ENEMIES

PTS	POWERS	END
20	EC (30),"Telekinesis", Doesn't affect organics(-1/2)	
20a)	125" Change Environment,Desc: Whirling cloud of objects,0 END(+1/2)	
20b)	20/20 Force Field,1/2 END(+1/4),x1 Hardened (+1/4)	
43c)	50 STR TK,1/2 END (+1/4)	
20d)	20 STR TK,fine manipulation,0 END (+1/2)	
2	10 Extra Limbs,Linked (-1/2),"To Telekinesis",Doesn't affect organics(-1/2)	
4	5" Flight,Concentrate (-1),0 DCV,constant concentration,x2 Increased End Cost (-1/2)	
4	+2" Running	
8	+8" Superleap ==Skills==	
3	Acrobatics 14-	
3	Breakfall 14-	
5	KS: Dancing 14-	
3	KS: Popular Music 12-	
155 : Powers Total		
117 + Characteristic Total		
272 = 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:	26	SPD:	6	ECV:	4	
Phases - 2 - 4 - 6 - 8 - 10 - 12						
PD/rPD	24/	20	ED/rED	24/	20	
END:	40	STUN:	24	BODY:	12	
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						
High Tech Enemies (422) p72						
Name: List Aguilentes						
Species: Human mutant (telekinetic)						
Gender: Female						
Team: Anti-Tech League						