

NAME: Fast Forward
PLAYER:

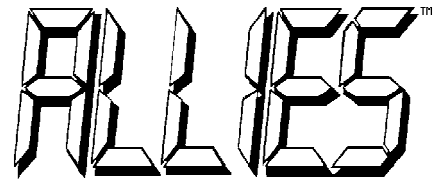
VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
30	Dexterity	x3	10	60
20	Constitution	x2	10	20
12	Body	x2	10	4
10	Intelligence	x1	10	0
12	Ego	x2	10	4
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
15	Physical Defex	x1	2	13
15	Energy Defens	x1	4	11
9	Speed	x10	4.0	50
20	Recovery	x2	6	28
80	Endurance	x1/2	40	20
30	Stun	x1	27	3
Characteristics Cost:				221

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

Experience: 0

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Cyborg", concealable, minor		10
Enraged, "Immobilized", uncommon, occur 11-, recover 8-		10
Hunted, "Eurostar", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "Master Control", more powerful, non-combat influence, harsh, appear 8-		20
Physical Lim, "Must eat LOTS", frequently, slightly		10
Physical Lim, "Hyperactive", all the time, slightly		15
Psych Lim, "Code vs. killing", common, total		20
Psych Lim, "Protective of innocents", common, strong		15
Public ID		10
Rep, occur 14-		15
Watched, "United Nations", more powerful, non-combat influence, harsh, appear 8-		10

Disadvantages Total : 155
Experience Spent + 0
Total Points = 355



PTS	POWERS	END
5	5/5 Damage Resistance	
8	+4 Enhanced PER, Sight	
5	Life Support, breathe env: Low Oxygen	
60	MP (60)	
5u	30" Flight, Must touch surface (-1/4)	6
5u	5" Flight, x2K Non-Combat, Must touch surface (-1/4)	1
6u	+30" Running	6
8	+8 Telescopic Sense, "Goggles", Sight Group, OIF (-1/2)	
5	UV Vision	
	==Perks==	
5	Money	
	==Skills==	
3	Acrobatics 15-	
3	Breakfall 15-	
3	Electronics 11-	
9	3 Levels: Move-By, Move-Thru, Grab, tight group	
4	2 Levels: DEX Rolls	

134 : **Powers Total**
221 + **Characteristic Total**
355 = **Total Cost**

Base OCV:10 Base DCV:10
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: 30 **SPD:** 9 **ECV:** 4
Phases - 2 3 4 - 6 7 8 - 10 11 12
PD/rPD 15/ 5 **ED/rED** 15/ 5
END: 80 **STUN:** 30 **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
Allies (427)
Name: Unknown
Species: Human cyborg
Gender: Male
Hair: Blonde
Team: The Cyberknights