

NAME: Impulse				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
17	Dexterity	x3	10	21
23	Constitution	x2	10	26
12	Body	x2	10	4
20	Intelligence	x1	10	10
23	Ego	x2	10	26
13	Presence	x1	10	3
10	Comeliness	x1/2	10	0
5	Physical Defex	x1	2	3
5	Energy Defens	x1	5	0
5	Speed	x10	2.7	23
15	Recovery	x2	7	16
46	Endurance	x1/2	46	0
30	Stun	x1	29	1
Characteristics Cost:				133

STR Roll: 11-	Run	9"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	2"
EGO Roll: 14-	Teleportati	28"
PER Roll: 13-		

Experience: 33

DISADVANTAGES	BASE: 200+PTS
Hunted, "FBI", as powerful, harsh, appear 8-	10
Hunted, "Genocide", more powerful, harsh, appear 11-	20
Hunted, "Supreme Soviets", more powerful, harsh, appear 11-	20
Psych Lim, "Uneasy near medical facilities", uncommon, moderate	5
Psych Lim, "Loyal to PSI", common, moderate	10
Psych Lim, "Claustrophobia", uncommon, strong	10
Psych Lim, "Obsessed with studying mental mutations", common, strong	15
Unluck, 2D6	10

Disadvantages Total : 100
Experience Spent + 33
Total Points = 333

Ψ PSI

PTS	POWERS	END
3	+0 Detect, "Emotions"	
5	Discriminatory, Detect	
10	15 Mental Defense	
56	6D6 Mind Control, telepathic contact, 14-Activation(-1/2), Emotion control only (-1/2), Area Effect(+1 3/4), radius, x8 Increased Area, Invisible(+1/2), Mental Group, 1/2 END(+1/4)	5
6	9" Running ==Skills==	2
3	Acrobatics 12-	
2	Lang: English, fluent conversation	
0	Lang: Russian, native	
0	PS: Scientist 8-	
2	SC: Anatomy/Physiology 13-, (INT based)	
2	SC: Biology 13-, (INT based)	
2	SC: Cerebellic Mutations 13-, (INT based)	
5	SC: Genetics 16-, (INT based)	
3	Scientist ==Equipment==	
20	10/10 Armor, "Uniform", OIF(-1/2)	
39	6D6 Drain, "Psiphon Grenade, 4D6 EGO and 2D6 INT", fade rate: per hour, OAF(-1), Not vs. Life Support (-1/4), 1 Charges(-2), Area Effect(+1), radius	0
4	5 Flash Defense, "Polarized Contacts", Sight Group, IIF(-1/4)	
38	28" Teleport, "Panic Ring", x32 Increased Range, 1 Floating Locations, IIF(-1/4), Only to floating location(-1)	6

200 : **Powers Total**
133 + **Characteristic Total**
333 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 17 SPD: 5 ECV: 8
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 15/ 10 ED/rED 15/ 10
END: 46 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
Mind Games (402) p25
Name: Natalia Soyeve
Species: Human mutate
Gender: Female
Height: 5 feet 3 inches
Hair: Reddish-brown
Team: PSI

