

NAME: Inquisitor
PLAYER:

VALUE	CHAR	COST	BASE	PTS
19	Strength	x1	10	9
17	Dexterity	x3	10	21
21	Constitution	x2	10	22
16	Body	x2	10	12
14	Intelligence	x1	10	4
26	Ego	x2	10	32
14	Presence	x1	10	4
8	Comeliness	x1/2	10	-1
15	Physical Defex	x1	4	11
15	Energy Defens	x1	4	11
4	Speed	x10	2.7	13
18	Recovery	x2	8	20
50	Endurance	x1/2	42	4
36	Stun	x1	37	-1
Characteristics Cost:				161

STR Roll: 13-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 14-	Teleportati	28"
PER Roll: 12-		

Experience: 39

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Distinctive, "Obese", not concealable, minor		15
Hunted, "FBI", as powerful, harsh, appear 8-		10
Hunted, "VIPER", as powerful, harsh, appear 11-		15
Hunted, "Genocide", more powerful, harsh, appear 11-		20
Psych Lim, "Addicted to using Telepathy", common, moderate		10
Psych Lim, "Cruel", common, strong		15
Psych Lim, "Gluttonous", common, moderate		10

Disadvantages Total : 105
Experience Spent + 39
Total Points = 344

Ψ PSI

PTS	POWERS	END
35	6D6 Telepathy, 14- Activation(-1/2), x1 Armor Piercing(+1/2), 1/2 END(+1/4)	2
30	6D6 Telepathy, Partially Visible (-1/4), 14- Activation (-1/2), x1 Armor Piercing(+1/2), 1/2 END(+1/4)	2
43	2D6 RKA, 12- Activation(-3/4), Based on Telepathy(-1/2), Based On ECV(+1), Invisible(+1), Sight Group, Hearing Group, Mental Group, 1/2 END (+1/4)	5
5	10 Mental Defense ==Skills==	
3	Deduction 12-	
3	Interrogation 12-	
2	KS: Gothic Literature 11-	
	==Equipment==	
20	10/10 Armor, "Protective Uniform", OIF(-1/2)	
4	5 Flash Defense, "Polorized 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

183 : **Powers Total**
161 + **Characteristic Total**
344 = **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: 4 ECV: 9
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 25/ 10 ED/rED 25/ 10
END: 50 STUN: 36 BODY: 16

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) p29
Name: Phillip Townsend
Species: Human mutant
Gender: Male
Height: 5 feet 9 inches
Weight: 360 pounds
Team: PSI

