

NAME: Lazer
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
26	Dexterity	x3	10	48
23	Constitution	x2	10	26
12	Body	x2	10	4
10	Intelligence	x1	10	0
8	Ego	x2	10	-4
13	Presence	x1	10	3
12	Comeliness	x1/2	10	1
7	Physical Defex	x1	2	5
7	Energy Defens	x1	5	2
6	Speed	x10	3.6	24
9	Recovery	x2	7	4
46	Endurance	x1/2	46	0
30	Stun	x1	29	1
Characteristics Cost:				114

STR Roll: 11-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	2"
EGO Roll: 11-	Flight	15"
PER Roll: 11-		

Experience: 23

DISADVANTAGES	BASE:	100+PTS
Hunted, "The Mob", as powerful, harsh, appear 11-		15
Hunted, "FBI", as powerful, harsh, appear 11-		15
Psych Lim, "Hates the mob & mob activity", common, strong		15
Psych Lim, "Greedy", very common, strong		20
Rivalry, "Airstrike", professional		5
Secret ID, "Emil Nelson"		15
Susc, "Surprise attacks", uncommon, effect is instant, 2D6		10
Vuln, "Mental attacks", common, x2 stun		20

Disadvantages Total : 115
Experience Spent + 23
Total Points = 238

ENEMIES

PTS POWERS END

- ==Skills==
6 2 Levels: Jetpack flight, tight group
9 3 Levels: Laser Rifle, tight group
3 Streetwise 12-
==Equipment==
22 15/15 Armor, "Armor Suit", OIF(-1/2), 14- Activation(-1/2)
2 5 Flash Defense, "Goggles", Sight Group, OAF(-1)
25 15" Flight, "Jetpack", OIF(-1/2), 1/2 END (+1/4) 2
2 5 Lack Of Weakness, "Armor Suit", OIF(-1/2), 14- Activation(-1/2)
45 MP (90), "Laser Rifle", OAF(-1)
4u 12D6 EB, 13-16 Charges (0), No Range Mod(+1/2) 0
4u 3D6 RKA, x1 Armor Piercing(+1/2), 13-16 Charges(0), No Range Mod(+1/2) 0
2 UV Vision, "Goggles", OAF(-1)

124 : **Powers Total**
114 + **Characteristic Total**
238 = **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: 3
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 22/ 15 ED/rED 22/ 15
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

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Name: Emil Nelson
Species: Human
Gender: Male

