

NAME: Lifeline
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15/35	Strength	x1	10	5
21	Dexterity	x3	10	33
20	Constitution	x2	10	20
15	Body	x2	10	10
20	Intelligence	x1	10	10
18	Ego	x2	10	16
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
8	Physical Defex	1	3	5
7	Energy Defens	x1	4	3
5	Speed	x10	3.1	19
10	Recovery	x2	7	6
60	Endurance	x1/2	40	10
45	Stun	x1	33	12
Characteristics Cost:				156

STR Roll: 16-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	7"
EGO Roll: 13-	Flight	25"
PER Roll: 13-		

Experience: 144

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "Killers", common, occur 11-, recover 8-		13
Hunted, "Weasel", more powerful, harsh, appear 8-		15
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear 11-		25
Psych Lim, "Dispises violence", common, moderate		10
Psych Lim, "Committed to preserving life", common, total		20
Psych Lim, "Code vs. killing", common, total		20
Rep, "Healer and mutant sympathizer", occur 14-		15
Secret ID, "Doctor Paul Gresham"		15
Disadvantages Total : 143		
Experience Spent + 144		
Total Points = 487		

ALLIES™

PTS	POWERS	END
15	3D6 Aid, only to starting value, does not effect self(-1/2), to anything(+1)	3
7	3D6 Aid, only to starting value, does not effect self(-1/2), x4 Increased End Cost (-1 1/2), Concentrate (-1/2), 0 DCV, to anything(+1)	12
35	PKG	
(5)	+0 Detect, make into sense, Desc: Life	
(5)	Range, Detect	
(5)	Discriminatory	
(20)	+10 Enhanced PER, Detect	
10	Money, wealthy	
7	Breakfall 15-	
3	Computer Programming 13-	
8	Damage Class +2DC	
3	Deduction 13-	
5	Def Strike	
3	Electronics 11-	
3	Forensic Medicine 13-	
3	KS: Akido 13-, (INT based)	
3	Inventor 13-	
9	3 Levels: Multipower, tight group	
15	5 Levels: Akido, tight group	
4	Martial Dodge	
4	Martial Escape	
3	Martial Grab	
3	Martial Throw	
3	Mechanics 11-	
9	Paramedic 16-	
2	SC: Biochemistry 13-, (INT based)	
2	SC: Chemistry 13-, (INT based)	
1	SC: Cybernetics 11-	
1	SC: Electrical Engineering 11-	
1	SC: Exobiology 11-	
2	SC: Genetics 13-, (INT based)	
1	SC: Mechanical Engineering 11-	
2	SC: Physics 13-, (INT based)	
1	SC: Robotics 11-	
1	SC: Xenobiology 11-	
3	Scientist	
3	Systems Operation 13-	
5	Defense Maneuver	
40	MP (60), OIF(-1/2)	
4u	6D6 Entangle	
331	: Powers Total	
156	+ Characteristic Total	
487	= Total Cost	

Base OCV: 7	Base DCV: 7
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	
Def Strike	1/2	+1	+3	9D6
Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	60 STR
Martial Grab	1/2	-1	-1	55 STR
Martial Throw	1/2	+0	+1	9D6 + v/5

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 21 SPD: 5 ECV: 6

Phases - - 3 - 5 - - 8 - 10 - 12


PD/rPD 22/ 14 ED/rED 19/ 12

END: 60 STUN: 45 BODY: 15

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: Doctor Paul Gresham
Species: Human mutant (healer)
Gender: Male



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			4u 16/8 Force Wall	6			
			4u 40 STR TK	6			
			99 PKG, "Suit", OIF(-1/2)	7			
			(26) 14/12 Armor				
			(7) 150/10 End Reserve, recovery requires outlet(-2)				
			(3) 5 Flash Defense, Sight Group				
			(40) 25" Flight, x8 Non-Combat	5			
			(13) Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold				
			(10) +20 STR, doesn't add to figured	2			