

**NAME:** Lodestone  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
10	Body	x2	10	0
15	Intelligence	x1	10	5
16	Ego	x2	10	12
15	Presence	x1	10	5
12	Comeliness	x1/2	10	1
8	Physical Defex	x1	3	5
10	Energy Defens	x1	4	6
5	Speed	x10	3.0	20
7	Recovery	x2	7	0
60	Endurance	x1/2	40	10
35	Stun	x1	28	7
<b>Characteristics Cost:</b>				126

<b>STR Roll:</b> 12-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	3"
<b>EGO Roll:</b> 12-	Flight	20"
<b>PER Roll:</b> 12-		

**Experience:** 72

DISADVANTAGES	BASE:	200+PTS
DNPC, "Wife, Belinda Huang", normal, appear 8-		10
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "PRIMUS", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Code vs. killing", common, total		20
Psych Lim, "Greedy", very common, strong		20
Rivalry, "Magnetica", professional		5
Secret ID, "William Huang"		15
Vuln, "Electricity", common, x2 stun		20
Vuln, "Electricity", common, x2 body		20

**Disadvantages Total :** 160  
**Experience Spent +** 71  
**Total Points =** 431

# ENEMIES

PTS	POWERS	END
30	EC (Magnetism) (30)	
30a)	20" Flight, 0 END(+1/2)	0
30b)	20/20 Force Field, 0 END(+1/2)	0
30c)	7 OCV Missile Deflection, deflect bullets, reflect at any target, deflect at range, Only vs. ferrous attacks(-1)	
70d)	60 STR TK, Only vs. ferrous metals(-1/2), 0 END(+1/2)	0
60	MP (Magnetism) (60)	
6u	16D6 Dispel, vs SFX (one power)	
6u	12D6 EB	
6u	8D6 EB, 0 END(+1/2)	
4u	6D6 Entangle, OIF(-1/2)	
6u	10/10 Force Wall, 4" Extra Width	
==Skills==		
3	Computer Programming 12-	
12	4 Levels: Multipower, tight group	
1	PS: Student 11-	
5	SC: Magnetism 14-, (INT based)	
3	SC: Physics 12-, (INT based)	
3	Stealth 13-	

305 : **Powers Total**  
126 + **Characteristic Total**  
431 = **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	

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

DEX: 20    SPD: 5    ECV: 5  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 28/ 20    ED/rED 30/ 20  
END: 60    STUN: 35    BODY: 10

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**  
Conquerors, Killers and Crooks (202) p170  
Name: William Huang  
Species: Human mutant  
Gender: Male

