

NAME: Master Control (HTE p26)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/60	Strength	x1	10	0
13/28	Dexterity	x3	10	9
10/40	Constitution	x2	10	0
10/20	Body	x2	10	0
25	Intelligence	x1	10	15
18/24	Ego	x2	10	16
20/30	Presence	x1	10	10
12	Comeliness	x1/2	10	1
2/30	Physical Defex	x1	2	0
2/30	Energy Defens	x1	2	0
3/7	Speed	x10	2.3	7
4/10	Recovery	x2	4	0
20	Endurance	x1/2	20	0
20/60	Stun	x1	20	0
Characteristics Cost:				58

STR Roll: 21-	Run	6"
DEX Roll: 15-	Swim	2"
INT Roll: 14-	Jump	12"
EGO Roll: 14-	Flight	30"
PER Roll: 14-		

Experience: 0

DISADVANTAGES	BASE:	844+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "Facing defeat", uncommon, occur 14-, recover 11-		10
Hunted, "New Knights of the Round Table", as powerful, harsh, appear 8-		10
Hunted, "UNTIL", as powerful, harsh, appear 11-		15
Psych Lim, "Megalomania", very common, strong		20
Psych Lim, "Disregard for human life", very common, strong		20
Psych Lim, "Needs state-of-the-art tech", common, total		20
Rep, "Sadistic mastermind villain", occur 8-, extreme reputation		10
Rivalry, "Ironmaster", professional, in superior position		10
Rivalry, "Duchess Industries", professional, in superior position		10
Secret ID, "Randall Montgomery"		15
Unluck, 2D6		10

Disadvantages Total : 160
Experience Spent + 0
Total Points = 1004

ENEMIES

PTS POWERS END

- ==Perks==
- 200 Base: Other (1000pt)
- 3 13- Contact: Destruction Company
- 3 13- Contact: European underworld
- 3 13- Contact: New York Mafia
- 3 13- Contact: Scotland Yard
- 1 11- Contact: Secret US Gov't organization
- 3 13- Contact: VIPER
- 1 11- Contact: Yakuza
- 80 Followers: Black & Silver Guard (100pt), 4K # of Followers
- 15 Money, filthy rich
- 3 Well-Connected
- ==Skills==
- 3 Bugging 14-
- 3 Bureaucratics 15-
- 3 Computer Programming 14-
- 7 Electronics 13-
- 3 Forensic Medicine 14-
- 3 High Society 15-
- 3 Interrogation 15-
- 9 Inventor 17-
- 2 Lang: French, fluent w/accnt
- 2 Lang: German, fluent w/accnt
- 1 Lang: Japanese, fluent conversation
- 1 Lang: Russian, fluent conversation
- 3 Linguist
- 7 Mechanics 13-
- 3 Paramedic 14-
- 5 PS: Businessman 16-, (INT based)
- 12 4 Rng Levels: All Ranged Combat, all ranged attacks
- 2 SC: Biochemistry 14-, (INT based)
- 2 SC: Biophysics 14-, (INT based)
- 2 SC: Chemistry 14-, (INT based)
- 2 SC: Cybernetics 14-, (INT based)
- 2 SC: Nuclear Physics 14-, (INT based)
- 2 SC: Genetics 14-, (INT based)
- 2 SC: Medicine 14-, (INT based)
- 2 SC: Metallurgy 14-, (INT based)
- 2 SC: Physics 14-, (INT based)
- 2 SC: Robotics 14-, (INT based)

946 : Powers Total
58 + Characteristic Total
1004 = 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: 28 SPD: 3/7 ECV: 8
 Phases - 2 - 4 - 6 7 - 9 - 11 12
 PD/rPD 30/ 20 ED/rED 30/ 20
 END: 20 STUN: 60 BODY: 20

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



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		3	Scientist				
		3	Security Systems 14- ==Equipment==				
		60	MP (90),"Battlesuit", OIF(-1/2)				
		6u	9D6 Ego Attack	9			
		6u	9D6 EB,NND(+1), Defense: Pow Def, Dam Red, non-organic	9			
		6u	12D6 EB,x1 Armor Piercing(+1/2)	9			
		6u	12D6 EB,Explosion (+1/2)	9			
		6u	7D6 Entangle,stops sense,Sight Group, Hearing Group	9			
		6u	18D6 Mind Control	9			
		6u	9D6 Mind Control,Area Effect(+1),radius, nonselective target,x2 Increased Area	9			
		5u	50 STR TK,fine manipulation	8			
		381	PKG (Battlesuit), "Armor",OIF(-1/2)	11			
		(7)	360 Degree Sensing, Radio Group				
		(10)	+10 BODY,doesn't add to figured				
		(30)	+30 CON,doesn't add to figured				
		(17)	20/20 Damage Resistance,x1 Hardened(+1/4)				
		(22)	+15 DEX,doesn't add to figured				
		(8)	+6 EGO				
		(24)	240/12 End Reserve				
		(23)	+28 ED,x1 Hardened (+1/4)				
		(5)	8 Flash Defense,Sight Group				
		(5)	8 Flash Defense, Hearing Group				
		(47)	30" Flight,x8 Non-Combat	6			
		(7)	HR Radio				
		(13)	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold				
		(10)	20 Mental Defense				
		(13)	20 Power Defense				
		(23)	+28 PD,x1 Hardened (+1/4)				
		(7)	+10 PRE				
		(10)	Radar Sense				
		(8)	+6 REC				
		(27)	+4.0 SPD				
		(25)	+50 STR,doesn't add to figured	5			
		(10)	+10 Telescopic Sense, Sight Group				
		(27)	+40 STUN				
		(3)	UV Vision				
		47	VPP (40),only change between adv,only change in given circ, "Gadget Pool",OAF(-1)				