

NAME: Mind Slayer
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
23	Dexterity	x3	10	39
25	Constitution	x2	10	30
13	Body	x2	10	6
20	Intelligence	x1	10	10
29	Ego	x2	10	38
20	Presence	x1	10	10
10	Comeliness	x1/2	10	0
12	Physical Defex	x1	3	9
12	Energy Defens	x1	5	7
6	Speed	x10	3.3	27
20	Recovery	x2	8	24
80	Endurance	x1/2	50	15
40	Stun	x1	33	7
Characteristics Cost:				225

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 13-	Jump	3"
EGO Roll: 15-	Flight	15"
PER Roll: 13-	Teleportati	28"

Experience: 199

DISADVANTAGES	BASE:	200+PTS
Distinctive,"PSI tattoo",	easily concealable,minor	5
Distinctive,"Detects as a mutant",easily concealable,major		10
Hunted,"FBI",less powerful,non-combat influence,harsh,appear		10
Hunted,"VIPER",as powerful,harsh,appear		15
Hunted,"Genocide",more powerful,harsh,appear		11-
Psych Lim,"Addicted to nicotine",uncommon, moderate		5
Psych Lim,"Overconfident", common,moderate		10
Psych Lim,"Hates female heroes",common,strong		15
Psych Lim,"Committed to Psymon",common,strong		15
Rep,"Cold blooded killer", occur		11-
Unluck,2D6		10
Vuln,"Blunt objects", common,x1 1/2 stun		10

Disadvantages Total : 135
Experience Spent + 199
Total Points = 534

Ψ PSI

PTS	POWERS	END
15	EC (15)	
25a)	4D6 Ego Attack	4
15b)	15" Flight	3
15c)	15/15 Force Field	3
15d)	6D6 Telepathy	3
18	24 Mental Defense	
5	Mind Link,"Psymon"	
78	MP (78)	
7u	4D6 RKA,1/2 END(+1/4)	3
8u	45 STR TK,fine manipulation	8
	==Skills==	
2	KS: Criminal Organizations 11-	
2	KS: Super Heroes 11-	
2	Lang: Spanish,fluent conversation	
10	2 Levels: Mental powers,related group	
3	Lockpicking 14-	
3	Streetwise 13-	
	==Equipment==	
44	6D6 Drain,"Psiphon Grenades - 4D6 EGO/2D6 INT",fade rate: per hour,2 Charges(-1 1/2),OAF(-1),Not vs. Life Support(-1/4), Area Effect(+1),radius	0
4	5 Flash Defense, "Polarized 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

309 : **Powers Total**
225 + **Characteristic Total**
534 = **Total Cost**

Base OCV: 8 Base DCV: 8
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: 23 **SPD:** 6 **ECV:** 10
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 27/ 15 **ED/rED** 27/ 15
END: 80 **STUN:** 40 **BODY:** 13

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) p17
Name: Stacy Turner
Species: Human mutant
Gender: Female
Hair: Black
Eyes: Grey
Team: PSI

