

NAME: PSI Guard				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
14	Dexterity	x3	10	12
13	Constitution	x2	10	6
10	Body	x2	10	0
15	Intelligence	x1	10	5
14	Ego	x2	10	8
13	Presence	x1	10	3
12	Comeliness	x1/2	10	1
5	Physical Defex	x1	3	2
5	Energy Defens	x1	3	2
3	Speed	x10	2.4	6
6	Recovery	x2	6	0
26	Endurance	x1/2	26	0
24	Stun	x1	24	0
Characteristics Cost:				48
STR Roll: 12-	Run			6"
DEX Roll: 12-	Swim			2"
INT Roll: 12-	Jump			3"
EGO Roll: 12-	Teleportati			28"
PER Roll: 12-				
Experience: 48				
DISADVANTAGES BASE: 100+PTS				
Hunted, "VIPER", more powerful, harsh, appear				11-20
Hunted, "FBI", as powerful, harsh, appear				8-10
Psych Lim, "Amoral", very common, strong				20
Psych Lim, "Loyal to PSI", common, moderate				10
Secret ID				15
Watched, "PSI", more powerful, non-combat influence, harsh, appear				14-15
Disadvantages Total :				90
Experience Spent +				48
Total Points =				238

Ψ PSI

PTS	POWERS	END
12	Mind Link, related group, any distance, subject needs mind link, x4 # Of Minds	
	==Skills==	
3	Bugging 12-	
3	Combat Driving 12-	
1	KS: Mental Powers 8-	
3	Lockpicking 12-	
3	Security Systems 12-	
3	Shadowing 11-	
3	Stealth 12-	
	==Equipment==	
14	8/8 Armor, "Kevlar Vest", IIF(-1/4), 14-Activation(-1/2)	
44	6D6 Drain, "Psiphon Grenades: 4D6 EGO, 2D6 INT", fade rate: per hour, OAF(-1), 2 Charges(-1 1/2), Not vs. Life Support vs. breathing(-1/4), Area Effect(+1), radius	0
18	4D6 Entangle, "Paralysis Webs", entangle not damaged, OAF(-1), 3 Charges(-1 1/4)	0
18	MP (50), "Energy Pistol", OAF(-1), No Knockback(-1/4), 9-12 Charges(-1/4), Half-phase action to change setting(-1/4)	0
2u	4D6 EB, "Stun Setting", NND(+1), Defense: Force Field, x25 Increased Max Range(+1/2)	0
1u	2D6 RKA, "Kill Setting", Penetrating(+1/2)	0
14	PKG, "PSI-Scanner", OAF(-1)	
(2)	+0 Detect, "Cerebellic Mutation", make into sense	
(2)	Range, Detect	
(10)	Targeting Sense	
10	PKG, "PSI-Visor"	
(7)	18 Mental Defense, OIF(-1/2), 14-Activation(-1/2)	
(3)	UV Vision, OIF(-1/2)	
38	28" Teleport, "Panic Ring", x32 Increased Mass, 1 Floating Locations, IIF(-1/4), Only to floating location(-1)	6
190	Powers Total	
48	+ Characteristic Total	
238	= Total Cost	

Base OCV: 5		Base DCV: 5				
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:	14	SPD:	3	ECV:	5	
Phases	- - - 4	- - - 8	- - - 12			
PD/rPD	13/	8	ED/rED	13/	8	
END:	26	STUN:	24	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						
Mind Games (402) p33						
Species: Human						
Team: PSI						
						