

NAME: Revelation
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
13	Dexterity	x3	10	9
10	Constitution	x2	10	0
8	Body	x2	10	-4
14	Intelligence	x1	10	4
25	Ego	x2	10	30
10	Presence	x1	10	0
8	Comeliness	x1/2	10	-1
10	Physical Defex	1	2	8
10	Energy Defens	x1	2	8
4	Speed	x10	2.3	17
10	Recovery	x2	4	12
50	Endurance	x1/2	20	15
36	Stun	x1	18	18
Characteristics Cost:				116

STR Roll: 11-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	2"
EGO Roll: 14-	Teleportati	28"
PER Roll: 12-		

Experience: 29

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "Religious authority questioned", uncommon, occur 11-, recover 8-		10
Hunted, "FBI", as powerful, harsh, appear 8-		10
Hunted, "VIPER", as powerful, harsh, appear 11-		15
Hunted, "Genocide", more powerful, harsh, appear 11-		20
Physical Lim, "Dying from mental mutation", all the time, slightly		15
Psych Lim, "Insatiable hunger for power", common, strong		15
Psych Lim, "Sees self as religiously anointed", very common, strong		20
Vuln, "Physical Killing Attacks", very common, x1 1/2 stun		15
Vuln, "Physical Killing Attacks", very common, x1 1/2 body		15

Disadvantages Total : 145
Experience Spent + 29
Total Points = 274

Ψ PSI

PTS	POWERS	END
33	5D6 Ego Attack, Only with a successful Mind Scan(-1/2)	5
5	10 Mental Defense	
47	10D6 Mind Scan, +10 Plus To Roll, 14- Activation(-1/2) ==Skills==	7
5	KS: World Religions 14-, (INT based)	
3	Lang: Italian, fluent w/accnt	
3	Oratory 11-	
0	PS: Priest 8- ==Equipment==	
20	10/10 Armor, "Uniform", OIF(-1/2)	
4	5 Flash Defense, "Polarized Contacts", Sight Group, IIF(-1/4)	
38	28" Teleport, "Panic Ring", x32 Increased Range, 1 Floating Locations, Only to floating location(-1), IIF(-1/4)	6

158 : **Powers Total**
 116 + **Characteristic Total**
 274 = **Total Cost**

Base OCV: 4 Base DCV: 4
 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: 13 SPD: 4 ECV: 8
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 20/ 10 ED/rED 20/ 10
 END: 50 STUN: 36 BODY: 8

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) p23
 Name: Anthony Martelli
 Species: Human mutant
 Gender: Male
 Hair: Black
 Team: PSI

