

<b>NAME:</b> Riot (MF p72)				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
40	Strength	x1	10	30
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
14	Body	x2	10	8
18	Intelligence	x1	10	8
30	Ego	x2	10	40
20	Presence	x1	10	10
14	Comeliness	x1/2	10	2
14	Physical Defex	x1	8	6
9	Energy Defens	x1	4	5
5	Speed	x10	3.0	20
12	Recovery	x2	12	0
60	Endurance	x1/2	40	10
50	Stun	x1	44	6
<b>Characteristics Cost:</b>				195
<b>STR Roll:</b> 17-	Run			10"
<b>DEX Roll:</b> 13-	Swim			2"
<b>INT Roll:</b> 13-	Jump			8"
<b>EGO Roll:</b> 15-				
<b>PER Roll:</b> 13-				
<b>Experience:</b> 0				
<b>DISADVANTAGES BASE: 295+PTS</b>				
Berserk, "Enraged state", uncommon, occur 11-, recover 8-				20
Distinctive, "Detects as a mutant", easily concealable, major				10
Enraged, "Experiencing emotional change", very common, occur 8-, recover 11-				10
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear 8-				20
Hunted, "PRIMUS", more powerful, non-combat influence, harsh, appear 8-				20
Physical Lim, "Drug addiction", frequently, greatly				15
Psych Lim, "Various psychoses, neuroses", very common, total				25
Psych Lim, "Must lead violent revolution into anarchy", common, strong				15
Psych Lim, "Casual killer", common, moderate				10
Rep, "Psychotic mutant", occur 8-, extreme reputation				10
Susc, "Mind Control, Telepathy, MI", uncommon, per phase, 2D6				20
<b>Disadvantages Total :</b>				175
<b>Experience Spent +</b>				0
<b>Total Points =</b>				470

# ENEMIES

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
22	Clairsentience, Sight, x125 Increased Range, Only to target victims for MC(-1 1/2)	2
18	5D6 Ego Attack, "Focused hate and anger", Concentrate (-1/4), x4 Increased End Cost(-1 1/2)	20
3	Life Support, immune to disease	
2	Life Support, immune to aging, Slow aging(-1/2)	
9	15 Mental Defense	
80	8D6 Mind Control, "Incite rioting and pillaging", telepathic contact, single command only, No Range(-1/2), At "wouldn't mind" level (-1/4), Area Effect(+2 3/4), radius, x125 Increased Area, Invisible(+1/2), Mental Group	18
15	15 Power Defense	
20	2 BODY Regen	
8	10" Running ==Skills==	2
3	Conversation 13-	
7	Interrogation 15-	
6	2 Levels: Punch, Block, Dodge, tight group	
3	1 Levels: pistols, tight group	
3	Oratory 13-	
3	Persuasion 13-	
3	PS: Psychiatrist 13-, (INT based)	
3	SC: Psychology 13-, (INT based)	
3	SC: Pharmacology 13-, (INT based)	
2	WF, Small Arms ==Equipment==	
7	5/5 Armor, OIF(-1/2), 14- Activation(-1/2)	
33	3D6+1 RKA, "Sawed-off Assault Shotgun", vs physical defense, Reduced by Range (-1/4), Reduced Penetration(-1/4), OAF (-1), 4 Charges(-1/2), 4 Clips, Area Effect (+1/2), +1 Increased Stun Mult(+1/2)	0
22	2D6 RKA, "Autopistol", vs physical defense, OAF(-1), x1 Armor Piercing(+1/2), 13-16 Charges(0)	0
275	<b>Powers Total</b>	
195	<b>+ Characteristic Total</b>	
470	<b>= Total Cost</b>	

Base OCV: 7		Base DCV: 7				
Adjustment +	Final OCV =	Adjustment +	Final DCV =			
<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>		
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:	10	
Phases	-	3	-	5	-	8 - 10 - 12
PD/rPD	19/	5	ED/rED	14/	5	
END:	60	STUN:	50	BODY:	14	
<b>3D6</b>	<b>Loc</b>	<b>StunX</b>	<b>NStun</b>	<b>BodyX</b>	<b>CV</b>	<b>Armor</b>
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	
<b>NOTES</b>						