

NAME: Scanner
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
20	Dexterity	x3	10	30
25	Constitution	x2	10	30
14	Body	x2	10	8
20	Intelligence	x1	10	10
30	Ego	x2	10	40
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
12	Physical Defex	1	2	10
15	Energy Defens	x1	5	10
5	Speed	x10	3.0	20
17	Recovery	x2	7	20
80	Endurance	x1/2	50	15
32	Stun	x1	32	0
Characteristics Cost:				205

STR Roll: 11-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	2"
EGO Roll: 15-		
PER Roll: 13-		

Experience: 236

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Police", less powerful, harsh, appear	8-	5
Hunted, "New York area superhero group", more powerful, harsh, appear	8-	15
Psych Lim, "Overconfident", common, strong		15
Unluck, 1D6		5
Vuln, "Electricity", common, x2 stun		20

Disadvantages Total : 70
Experience Spent + 236
Total Points = 506

ENEMIES

PTS	POWERS	END
10	16 Mental Defense	
180	MP (180)	
2u	Invisibility	2
31m	18D6 Mind Scan, Invisible(+1/2), Mental Group, 1/2 END(+1/4)	8
15m	2D6 RKA, Invisible (+1/2), Sight Group, Based On ECV(+1), vs mental defense	7
15m	10D6 Telepathy, Invisible(+1/2), Mental Group	7
	==Skills==	
3	Breakfall 13-	
2	KS: Kung Fu 11-	
24	12 Levels: Mind Scan	
4	Martial Block	
4	Martial Disarm	
4	Martial Dodge	
4	M Strike	
3	Martial Throw	

301 : Powers Total
205 + Characteristic Total
506 = Total Cost

Base OCV: 7 Base DCV: 7
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	
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	20 STR
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	4D6
Martial Throw	1/2	+0	+1	2D6 + v/5

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 20 SPD: 5 ECV: 10
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 12/ 0 ED/rED 15/ 0
END: 80 STUN: 32 BODY: 14

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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
Strike Force (42) p69
Name: Joe Warriner
Species: Human mutant
Gender: Male
Team: NAP