

NAME: Skyrocket
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
26	Dexterity	x3	10	48
23	Constitution	x2	10	26
10	Body	x2	10	0
18	Intelligence	x1	10	8
11	Ego	x2	10	2
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
10	Physical Defex	x1	3	7
7	Energy Defens	x1	5	2
6	Speed	x10	3.6	24
8	Recovery	x2	8	0
50	Endurance	x1/2	46	2
30	Stun	x1	30	0
Characteristics Cost:				136

STR Roll: 12-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 13-	Jump	3"
EGO Roll: 11-	Flight	30"
PER Roll: 13-		

Experience: 15

DISADVANTAGES	BASE:	100+PTS
DNPC, "Girlfriend", normal, appear 11-		15
Distinctive, "Glowing aura", easily concealable, major		10
Enraged, "Innocents hurt", uncommon, occur 14-, recover 11-		10
Hunted, "Reapers", more powerful, harsh, appear 8-		15
Hunted, "Mark of Doom", more powerful, harsh, appear 8-		15
Psych Lim, "Code vs. killing", common, total		20
Psych Lim, "Hatred of villains", very common, total		25
Psych Lim, "Wants to prove self", common, moderate		10
Secret ID, "Marc Phillip Loehman"		15
Vuln, "Electrical and magnetic attacks", common, x2 stun		20

Disadvantages Total : 155
Experience Spent + 15
Total Points = 270



PTS	POWERS	END
11	EC (Light) (16), Only In Hero ID(-1/4), Not in a vacuum(-1/4)	
14a)	15" Flight, 1/2 END (+1/4)	2
10b)	15" Flight, Not in a sterile environment (-1/2), 1/2 END(+1/4)	2
12c)	11/12 Force Field, 0 END(+1/2)	0
8d)	11/11 Force Field, Not in a sterile environment(-1/2), 0 END(+1/2)	0
21e)	7 1/2D6 EB, 1/2 END (+1/4)	2
15f)	7 1/2D6 EB, Not in a sterile environment (-1/2), 1/2 END(+1/4)	2
11	VPP (8), Not in a vacuum(-1/4)	
9	VPP (7), Not in a vacuum(-1/4), Not in a sterile environment (-1/2)	
==Perks==		
2	Local Police Powers	
==Skills==		
2	+1 Enhanced PER, Sight	
0	KS: Aeronautics History 8-	
12	4 Levels: Elemental Control	
3	Power Pool 13- ==Equipment==	
4	PKG, "Radio Tracer", OAF(-1)	
(2)	+5 INT	
(2)	Radio XMIT/REC	

134 : **Powers Total**
136 + **Characteristic Total**
270 = **Total Cost**

Base OCV: 9 Base DCV: 9
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: 26 SPD: 6 ECV: 4
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 32/ 22 ED/rED 30/ 23
END: 50 STUN: 30 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
Strike Force (42) p36
Name: Marc Phillip Leohman
Gender: Male
Species: Human mutate
Height: 5 feet 10 inches
Weight: 165 pounds
Hair: Blonde
Eyes: Blue
Team: Strike Force

