

NAME: Soulfire
PLAYER:

VALUE	CHAR	COST	BASE	PTS
23	Strength	x1	10	13
24	Dexterity	x3	10	42
27	Constitution	x2	10	34
15	Body	x2	10	10
10	Intelligence	x1	10	0
24	Ego	x2	10	28
12	Presence	x1	10	2
16	Comeliness	x1/2	10	3
12	Physical Defex	x1	5	7
15	Energy Defens	x1	5	10
6	Speed	x10	3.4	26
18	Recovery	x2	10	16
74	Endurance	x1/2	54	10
45	Stun	x1	41	4
Characteristics Cost:				205

STR Roll: 14-	Run	10"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	5"
EGO Roll: 14-	Swinging	15"
PER Roll: 11-	Teleportati	28"

Experience: 78

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "FBI", as powerful, harsh, appear 8-		10
Hunted, "VIPER", as powerful, harsh, appear 11-		15
Hunted, "Genocide", as powerful, non-combat influence, harsh, appear 11-		20
Psych Lim, "Practical joker", uncommon, moderate		5
Psych Lim, "Overly dramatic", common, moderate		10
Psych Lim, "Protective of PSI students", common, strong		15
Rep, "Troublemaker", occur 11-		10
Unluck, 1D6		5
Vuln, "Cold attacks", uncommon, x1 1/2 stun		5
Vuln, "Cold attacks", uncommon, x1 1/2 body		5

Disadvantages Total : 110
Experience Spent + 78
Total Points = 388

Ψ PSI

PTS	POWERS	END
5	IR Vision	
10	15 Mental Defense	
15	8 OCV Missile Deflection, deflect bullets	
45	4D6 RKA, Only vs. sentient creatures (-1/2), No Knockback (-1/4), Not in water (-1/4), Indirect(+1/2), any location	9
8	10" Running	2
15	15" Swinging	3
==Skills==		
3	Combat Driving 14-	
4	Killing Strike, "Kidney Blow"	
4	Martial Disarm	
4	M Strike, "Punch"	
5	Off Strike, "Roundhouse"	
3	Streetwise 11-	
==Equipment==		
20	10/10 Armor, OIF(-1/2)	
4	5 Flash Defense, "Contact lenses", Sight Group, IIF(-1/4)	
38	28" Teleport, "Panic Ring", x32 Increased Mass, 1 Floating Locations, IIF(-1/4), Only to floating location(-1)	6

183 : **Powers Total**
205 + **Characteristic Total**
388 = **Total Cost**

Base OCV: 8 Base DCV: 8
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	
Killing Strike	1/2	-2	+0	1D6+1
Martial Disarm	1/2	-1	+1	33 STR
M Strike	1/2	+0	+2	6 1/2D6
Off Strike	1/2	-2	+1	8 1/2D6

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

DEX: 24 SPD: 6 ECV: 8
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 22/ 10 ED/rED 25/ 10
END: 74 STUN: 45 BODY: 15

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) p20
Name: Harold Gripp
Species: Human mutant
Gender: Male
Hair: Black
Eyes: Black
Team: PSI

