

**NAME:** Stormfront  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
10	Body	x2	10	0
10	Intelligence	x1	10	0
12	Ego	x2	10	4
20	Presence	x1	10	10
12	Comeliness	x1/2	10	1
8	Physical Defex	x1	3	5
10	Energy Defens	x1	4	6
5	Speed	x10	3.0	20
10	Recovery	x2	7	6
50	Endurance	x1/2	40	5
30	Stun	x1	28	2
<b>Characteristics Cost:</b>				<b>114</b>

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

**Experience:** 38

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear	8-	20
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear	8-	20
Psych Lim, "Looks out only for himself", very common, strong		20
Secret ID, "James Hailey"		15

**Disadvantages Total :** 85  
**Experience Spent +** 38  
**Total Points =** 323

# ENEMIES

PTS	POWERS	END
15	4" Change Environment, vary environment, Desc: Weather, Extra Time (-1), time: 1 turn, Only effects normal weather(-1/4), Megascale(+1/4)	
20	EC (20), "Weather"	
30a)	16" Change Environment, vary environment, Desc: Weather	
26b)	3D6 EB (Cold), Limited range(-1/4), NND(+1), Defense: LS vs. cold, Area Effect(+1/2), Continuous(+1)	
22c)	14" Flight, 0 END(+1/2)	
22d)	14/14 Force Field (Air), 0 END(+1/2)	
20e)	2 1/2D6 RKA (Electricity)	
20f)	20 STR TK (Air), affects all parts, 0 END(+1/2)	
3	Life Support, safe in heat/cold	
3	Acting 13-	
3	Conversation 13-	
2	KS: Christian Folk Theology 11-	
2	KS: Christian Revival Circuit 11-	
3	Oratory 13-	
3	Persuasion 13-	
3	SC: Meteorology 12-	
3	Seduction 13-	
3	Sleight Of Hand 13-	
3	Stealth 13-	
3	Streetwise 13-	

209 : **Powers Total**  
114 + **Characteristic Total**  
323 = **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	

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

DEX: 20    SPD: 5    ECV: 4  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 22/ 14    ED/rED 24/ 14  
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**  
Conquerors, Killers and Crooks (202) p201  
Name: James Hailey  
Species: Human mutant  
Gender: Male  
Height: 6 feet 1 inch  
Hair: Brown  
Eyes: Green

