

NAME: The Atomic Kid
PLAYER:

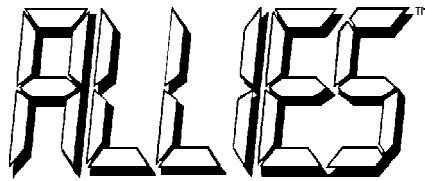
VALUE	CHAR	COST	BASE	PTS
50	Strength	x1	10	40
30	Dexterity	x3	10	60
28	Constitution	x2	10	36
10	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
15	Presence	x1	10	5
14	Comeliness	x1/2	10	2
20	Physical Defex	x1	10	10
20	Energy Defens	x1	6	14
7	Speed	x10	4.0	30
16	Recovery	x2	16	0
56	Endurance	x1/2	56	0
50	Stun	x1	49	1
Characteristics Cost:				198

STR Roll: 19-	Run	26"
DEX Roll: 15-	Swim	2"
INT Roll: 11-	Jump	10"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 84

DISADVANTAGES	BASE:	200+PTS
Enraged, "Confronted with his crimes", uncommon, occur 8-, recover 11-		5
Psych Lim, "Enjoys petty thefts", common, strong		15
Psych Lim, "Intimidated by Bravo", common, strong		15
Psych Lim, "Rebels against orders", common, strong		15
Public ID, "Wesley Rogers"		10
Rep, "Kid superhero", occur 8-		5
Unluck, 2D6		10
Vuln, "Chemical attacks", uncommon, x1 1/2 stun		5
Vuln, "Chemical attacks", uncommon, x1 1/2 body		5
Vuln, "Armor-piercing attacks", uncommon, x1 1/2 stun		5
Vuln, "Armor-piercing attacks", uncommon, x1 1/2 body		5
Watched, "Local authorities", as powerful, harsh, appear 8-		5

Disadvantages Total : 100
Experience Spent + 84
Total Points = 384



PTS	POWERS	END
100	MP (100), "Super speed"	
8u	Desolid, "Vibrating", Invisible(+1), Sight Group, Hearing Group, Unusual Sense Group	
6u	10D6 EB, "Rapid-fire punch", No Range(-1/2), x5 Autofire(+1/2), 1/2 END(+1/4)	
7u	10D6 EB, "Multi-slam", Must run by area of effect(-1/2), Area Effect(+1), any area	
50	26" Running, x8 Non-Combat	
	==Skills==	
7	Concealment	13-
5	Security Systems	12-
3	Stealth	15-

186 : Powers Total
198 + Characteristic Total
384 = Total Cost

Base OCV:10 Base DCV:10
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: 30 SPD: 7 ECV: 3
Phases - 2 - 4 - 6 7 - 9 - 11 12
PD/rPD 20/ 0 ED/rED 20/ 0
END: 56 STUN: 50 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
Allies (427) p30
Name: Wesley Rogers
Species: Human mutate
Gender: Male
Team: The Braverman Foundation