

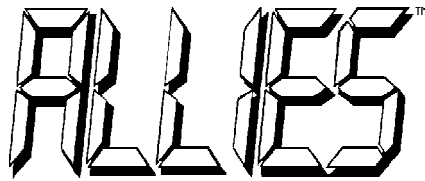
NAME: The Deacon (NG p32)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
9	Strength	x1	10	-1
15	Dexterity	x3	10	15
10	Constitution	x2	10	0
9	Body	x2	10	-2
10	Intelligence	x1	10	0
18	Ego	x2	10	16
25	Presence	x1	10	15
10	Comeliness	x1/2	10	0
2	Physical Defex	1	2	0
2	Energy Defens	x1	2	0
2	Speed	x10	2.5	-5
4	Recovery	x2	4	0
20	Endurance	x1/2	20	0
19	Stun	x1	19	0
Characteristics Cost:				38

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

Experience: 0

DISADVANTAGES	BASE:	75+PTS
DNPC, "People of Sanctuary", as powerful, useful skills, appear 14-		5
Distinctive, "Detects as a mutant", easily concealable, major		10
Psych Lim, "Tries to help others", very common, moderate		15
Psych Lim, "Pacifist", common, strong		15
Public ID, "Samuel LaForge"		10
Rep, "Man of peace", occur 11-		10
Watched, "Press", more powerful, non-combat influence, mild, appear 11-		10

Disadvantages Total : 75
Experience Spent + 0
Total Points = 150



PTS	POWERS	END
40	4D6 Ego Attack	4
11	15 Mental Defense	
50	10D6 Mind Control	5
==Skills==		
3	Persuasion 14-	
3	PS: Author 12-	
5	PS: Counselor 14-	

Base OCV: 5 Base DCV: 5
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: 15 SPD: 2 ECV: 6
Phases - - - - - 6 - - - - - 12
PD/rPD 2/ 0 ED/rED 2/ 0
END: 20 STUN: 19 BODY: 9

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

112 : Powers Total
38 + Characteristic Total
150 = Total Cost