

NAME: TK				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
21	Dexterity	x3	10	33
18	Constitution	x2	10	16
12	Body	x2	10	4
10	Intelligence	x1	10	0
14	Ego	x2	10	8
13	Presence	x1	10	3
12	Comeliness	x1/2	10	1
6	Physical Defex	1	2	4
4	Energy Defens	x1	4	0
5	Speed	x10	3.1	19
8	Recovery	x2	6	4
60	Endurance	x1/2	36	12
30	Stun	x1	26	4
Characteristics Cost:				108

STR Roll: 11-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	2"
EGO Roll: 12-	Flight	25"
PER Roll: 11-		

Experience: 170

DISADVANTAGES	BASE: 200+PTS
Distinctive, "Detects as a mutant", concealable, minor	10
Hunted, "Aquarius", as powerful, harsh, appear	8-10
Hunted, "UNTIL", as powerful, harsh, appear	8-10
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear	8-20
Psych Lim, "Dislikes Murdock", common, moderate	10
Psych Lim, "Overconfident", common, strong	15
Psych Lim, "Vengeful", common, strong	15
Rep, "Extremely powerful telekinetic", occur	11-10

Disadvantages Total : 100
Experience Spent + 170
Total Points = 470

ENEMIES

PTS	POWERS	END
30	EC (Telekinesis) (30)	
30a)	PKG, 50% Damage Reduction (PD), resistant, 50% Damage Reduction (ED), resistant	
30b)	6D6 Entangle	
30c)	25" Flight, x8 Non-Combat	
40d)	PKG, 30/0 Force Field, 1/2 END(+1/4), x1 Hardened(+1/4), 0/20 Force Field, 1/2 END (+1/4)	
30e)	16/8 Force Wall	
114f)	70 STR TK, fine manipulation, 1/2 END (+1/4) ==Skills==	
2	KS: Genocide 11-	
2	KS: Known Mutants 11-	
2	KS: Drafting 11-	
2	KS: Drawing/Sketching 11-	
9	3 Levels: Elemental Control, tight group	
4	M Strike	
4	Martial Block	
4	Martial Dodge	
0	PS: Architecture 8- ==Equipment==	
6	4/4 Armor, "Armored Vest", 14- Activation (-1/2), OIF(-1/2)	
17	7D6 EB, "Blaster Pistol", OAF(-1), 13-16 Charges(0)	
2	5 Flash Defense, "Goggles/Headset", Sight Group, OAF(-1)	
2	Radio XMIT/REC, "Goggles/Headset", OAF(-1)	
2	UV Vision, "Goggles/Headset", OAF(-1)	

362 : **Powers Total**
 108 + **Characteristic Total**
 470 = **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	
M Strike	1/2	+0	+2	4D6
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	

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

3 DEX: 21 SPD: 5 ECV: 5
 6 Phases - - 3 - 5 - - 8 - 10 - 12
 7 PD/rPD 40/ 34 ED/rED 28/ 24
 END: 60 STUN: 30 BODY: 12

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
 0 Mutant File (428) p40
 Name: Peter Garnett
 Gender: Male
 Species: Human mutant (telekinetic)
 Height: 5 feet 6 inches
 Hair: Sandy Blonde
 Eyes: Brown
 Team: IMAGE