

NAME: Uberman				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
60	Strength	x1	10	50
18	Dexterity	x3	10	24
30	Constitution	x2	10	40
10	Body	x2	10	0
10	Intelligence	x1	10	0
11	Ego	x2	10	2
25	Presence	x1	10	15
16	Comeliness	x1/2	10	3
35	Physical Defex	x1	12	23
30	Energy Defens	x1	6	24
4	Speed	x10	2.8	12
18	Recovery	x2	18	0
60	Endurance	x1/2	60	0
55	Stun	x1	55	0
Characteristics Cost:				193

STR Roll: 21-	Run	8"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	12"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 92

DISADVANTAGES	BASE: 100+PTS
Distinctive, "Surfer punk with glowing white eyes", easily concealable, minor	5
Enraged, "Friends take Body", very common, occur 14-, recover 11-	15
Hunted, "FBI", more powerful, non-combat influence, harsh, appear 14-	30
Hunted, "Hero group", more powerful, harsh, appear 8-	15
Psych Lim, "Anarchist", uncommon, moderate	5
Psych Lim, "Over protective of friends", very common, strong	20
Psych Lim, "Overconfident", very common, strong	20
Public ID, "Jim Dodson"	10
Unluck, 2D6	10

Disadvantages Total : 130
Experience Spent + 92
Total Points = 322

ENEMIES

PTS	POWERS	END
33	30/35 Damage Resistance	
7	30 ED, x1 Hardened (+1/4)	
5	5 Lack Of Weakness	
20	Life Support, doesn't eat/sleep/excrete, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to aging	
6	8 Mental Defense	
9	35 PD, x1 Hardened (+1/4)	
5	5 Power Defense	
4	8" Running	2
15	60 STR, 1/2 END (+1/4)	0
10	12" Superleap, x8 Non-Combat ==Skills==	6
10	2 Levels: All hand-to-hand combat, related group	
5	Streetwise 15-	

129 : **Powers Total**
193 + **Characteristic Total**
322 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 35/ 30 ED/rED 30/ 30
END: 60 STUN: 55 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
Atlas Unleashed p24
Name: Jim Dodson
Species: Human mutate
Gender: Male

