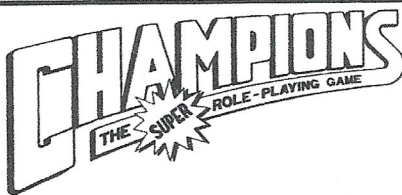


Name: Intruder
 Player: Ron



Base OCV(DEX/3): Base DCV(DEX/3):
 Adjustment + Adjustment +
 Final OCV = Final DCV =

Val	Char	Base Cost	Max	Pts.
15	STR	10	x1	5
18	DEX	10	x3	24
20	CON	10	x2	13
15	BODY	10	x2	7
18	INT	10	x1	5
21	EGO	10	x2	22
25	PRE	10	x1	15
2	COM	10	x1/2	4
12	PD (STR/5)		x1	7
12	ED (CON/5)		x1	9
5	SPD (1+DEX/10)		x10	22
7	REC (STR/5)+(CON/5)		x2	
40	END (CONx2)		x1/2	
3	STUN (BODY)+(STR/2)+(CON/2)		x1	

Characteristics Cost: 128

CHA Roll = 9+CHA/5
 STR Roll:
 DEX Roll:
 INT Roll:
 EGO Roll:
 PER Roll (9+INT/5):

Run (6"):
 Swim (2"):
 Jump (L/H):

Disadvantages Base ()+Pts.

- Disadvantages
- Disadvantage Features
- Hidden w/ effort
- Strong reaction 15
- Sick & Intelligently 10
- Gambler 10
- Psych: Economic Intellect 15
- Psych: Ruthless 15
- Reputation: Frequent 15
- Secret Identity 15
- Hunted (w/ effort) AI 15
- Hunted: Superheroes 30
- DNPC Shared AI: 14
- DNPC son 8 = 15

Pts.	Skill / Talent / Perk / Power	END / Roll
5	Defense Maneuver	
3	Oratory	
3	Persuasion	
3	Shadowing	
3	Tactics	
3	Conversation	
3	Deduction	
3	Knowledge: <u>univ</u>	
	Globalist	
	Economist network	
3	Knowledge: <u>US Economics</u>	
	power players	
2	Science: Economics	
17	Elemental Control: 25	
17	Mind Control 25	
17	Invisibility 25	
5	Ego Defense	
15	3d6 Luck	
10	Danger sense	
	variable limitations	
56	Summon	
56	AI -128	
3	Security Systems	
3	Systems Operations	
3/8	Engaging Cryptography	
3	Forensics	
3	Computer Programming	
20	Heal	
20	Universal Translator	
50	Mind Scan	
20	Invisibility 20	

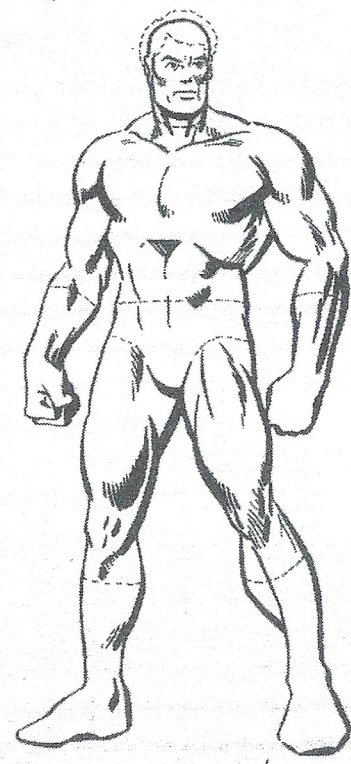
Levels:

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	-	+0	stops attacks, abort
Brace	0	+2	1/2	+2 vs. RMod
Disarm	1/2	-2	0	can disarm: STR vs STR
Dodge	1/2	-	+3	vs. all attacks, abort
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	0	-5	x1 1/2 STR before Pushing
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Strike	1/2	+0	+0	STR or weapon type
Other Attacks	1/2	+0	+0	

Range 0-4 5-8 9-16 17-32 33-64 65-128
 RMod 0 -2 -4 -6 -8 -10

DEX: SPD: ECV(EGO/3):
 Phases: 1 2 3 4 5 6 7 8 9 10 11 12
 PD/rPD: ED/rED:
 END: STUN: BODY:



Experience Disadvantages Total: 160
 Experience Spent +
 Total Cost = 160

168: Skills Cost
 128 + Char Cost
 296 = Total Cost