

<b>NAME:</b> Alabaster				
<b>PLAYER:</b>				
VALUE	CHAR	COST	BASE	PTS
30/40	Strength	x1	10	20
18	Dexterity	x3	10	24
28	Constitution	x2	10	36
14	Body	x2	10	8
13	Intelligence	x1	10	3
10	Ego	x2	10	0
20	Presence	x1	10	10
14	Comeliness	x1/2	10	2
11/13	Physical Defex	x1	6	5
11/13	Energy Defens	x1	6	5
4	Speed	x10	2.8	12
12	Recovery	x2	12	0
56	Endurance	x1/2	56	0
43	Stun	x1	43	0
<b>Characteristics Cost:</b>				125

<b>STR Roll:</b> 17-	Run	7"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 12-	Jump	8"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 12-		

**Experience:** 3

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Enraged, "Takes Body", common, occur 14-, recover 8-		15
Enraged, "Family takes Body", common, occur 11-, recover 11-		10
Hunted, "Superagent Squad", less powerful, non-combat influence, harsh, appear 8-		10
Hunted, "Genocide", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Hatred of prejudice", common, strong		15
Psych Lim, "Code vs. killing", common, strong		15
Secret ID, "Karl Kage"		15
Susc, "2D6 Stun when he uses Regeneration on others", common, effect is instant, 2D6		15

**Disadvantages Total :** 125  
**Experience Spent +** 3  
**Total Points =** 228

# Ψ PSI

PTS	POWERS	END
5	+0 Detect, "PD", make into sense	
5	Discriminatory, Detect	
50	MP (50)	
2u	PKG, 7/7 Damage Resistance, 2 LVLS Density Increase (stats already included), 0 END(+1/2)	2
5u	Desolid, 1/2 END(+1/4)	2
4u	3 BODY Regen, Usable By Others(+1/4)	
15	15 Power Defense	
2	7" Running	1
10	40 STR, 1/2 END(+1/4)	0
	==Skills==	
5	1 Levels: Hand-to-hand combat, related group	

103 : Powers Total  
125 + Characteristic Total  
228 = 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: 3  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 13/ 7      ED/rED 13/ 7  
END: 56      STUN: 43      BODY: 14

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**  
Enemies: Villainy Unbound p21  
Name: Karl Kage  
Species: Human mutant  
Gender: Male  
Team: PSI

