

NAME: Lancer				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
21	Dexterity	x3	10	33
23	Constitution	x2	10	26
17	Body	x2	10	14
14	Intelligence	x1	10	4
25	Ego	x2	10	30
20	Presence	x1	10	10
14	Comeliness	x1/2	10	2
11	Physical Defex	x1	4	7
10	Energy Defens	x1	5	5
6	Speed	x10	3.1	29
13	Recovery	x2	9	8
66	Endurance	x1/2	46	10
39	Stun	x1	39	0
Characteristics Cost:				188

STR Roll: 13-	Run	7"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 14-		
PER Roll: 12-		

Experience: 89

DISADVANTAGES	BASE: 200+PTS
Distinctive, "Detects as a mutant", easily concealable, major	10
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear	8-
Psych Lim, "Wants to protect mentalists from persecution", uncommon, total	15
Psych Lim, "Mistrusts non-psis", very common, strong	20
Psych Lim, "Hates governments & militaries", common, strong	15
Unluck, 1D6	5
Vuln, "Illusions", uncommon, x2 effect	10
Disadvantages Total : 95	
Experience Spent + 89	
Total Points = 384	

Ψ PSI

PTS	POWERS	END
20	EC (20), "Mental Powers"	
16a)	4D6 Ego Attack, Visible(-1/4)	4
33b)	Invisibility, Sight Group, Hearing Group, Smell/Taste Group, Mental Group, no fringe, Only vs. sentient targets she is aware of(-1/2)	7
10	15 Mental Defense	
2	7" Running	1
	==Skills==	
5	Breakfall 14-	
3	Climbing 13-	
3	Combat Driving 13-	
5	Demolitions 12-	
4	Killing Strike, "Karate Chop"	
2	KS: History of Alternate Earth 11-	
3	Lockpicking 13-	
4	Martial Disarm	
4	Martial Escape	
4	M Strike, "Boxing Cross"	
3	Martial Throw, "Akido Throw"	
2	PS: Psi-Warrior 11-	
3	Security Systems 12-	
3	Stealth 13-	
5	Survival 12-	
3	Systems Operation 12-	
3	Tactics 12-	
3	Teamwork 13-	
2	TF, Ground Vehicles	
5	WF, Swords, Grenade Launchers, Man-Guided Missiles, Small Arms	
	==Talents==	
3	Lightsleep	
5	Resistance	
	==Equipment==	
16	8/8 Armor, "PSI Armor", OIF(-1/2)	
20	8D6 EB, "PSI Blaster", OAF(-1), 13-16 Charges (0)	
2	Radio XMIT/REC, "PSI Radio", OAF(-1)	
Disadvantages Total : 95		
Experience Spent + 89		
Total Points = 384		
196	: Powers Total	
188	+ Characteristic Total	
384	= 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	
Killing Strike	1/2	-2	+0	1D6+1
Martial Disarm	1/2	-1	+1	30 STR
Martial Escape	1/2	+0	+0	35 STR
M Strike	1/2	+0	+2	6D6
Martial Throw	1/2	+0	+1	4D6 + v/5

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

DEX:	21	SPD:	6	ECV:	8						
Phases -	2	-	4	-	6	-	8	-	10	-	12
PD/rPD	19/	8	ED/rED	18/	8						
END:	66	STUN:	39	BODY:	17						

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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
 Conquerors, Killers and Crooks (202) p94
 Species: Human mutant (mentalist)
 Gender: Female
 Height: 6 feet
 Team: PSI

