

**NAME:** Menton  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
24	Dexterity	x3	10	42
40	Constitution	x2	10	60
20	Body	x2	10	20
35	Intelligence	x1	10	25
30	Ego	x2	10	40
50	Presence	x1	10	40
30	Comeliness	x1/2	10	10
15	Physical Defex	x1	8	7
20	Energy Defens	x1	8	12
7	Speed	x10	3.4	36
16	Recovery	x2	16	0
80	Endurance	x1/2	80	0
75	Stun	x1	60	15
<b>Characteristics Cost:</b>				<b>337</b>

<b>STR Roll:</b> 17-	Run	6"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 16-	Jump	8"
<b>EGO Roll:</b> 15-	Flight	20"
<b>PER Roll:</b> 16-	Teleportati	20"

**Experience:** 828

DISADVANTAGES	BASE:	200+PTS
Berserk, "Takes BODY from attack", uncommon, occur 11-, recover 8-		20
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Interpol", as powerful, harsh, appear 8-		10
Hunted, "Eurostar", more powerful, harsh, appear 11-		20
Psych Lim, "Hatred of technology", very common, strong		20
Psych Lim, "Blind obedience to Destroyer", very common, strong		20
Secret ID, "Alexandro Medina"		15
Susc, "If considers disobeying Destroyer", uncommon, effect is instant, 3D6		15
Vuln, "Technological attacks", very common, x1 1/2 stun		15
Vuln, "Technological attacks", very common, x1 1/2 body		15
<b>Disadvantages Total :</b>		<b>160</b>
<b>Experience Spent +</b>		<b>828</b>
<b>Total Points =</b>		<b>1188</b>

# ENEMIES

PTS	POWERS	END
60	26- Danger Sense, any attack, general area	
30	EC (30), "Spirit Powers"	
30a)	Desolid, 0 END(+1/2)	0
30b)	20" Flight, 0 END(+1/2)	0
30c)	20/20 Force Field, 0 END(+1/2)	0
45d)	12/12 Force Wall, 1/2 END(+1/4)	3
30e)	Invisibility, Sight Group, Hearing Group, Mental Group, no fringe	6
60f)	12D6 Mind Scan, Invisible(+1/2), Mental Group	9
75g)	20" Teleport, x4 Increased Mass, x8 Increased Range, 1 Floating Locations, 0 END(+1/2)	0
5	5 Flash Defense, Mental Group	
10	HR Radio	
5	Instant Change	
10	5" KB Resist	
10	16 Mental Defense	
150	MP (150)	
15u	10D6 Ego Attack, 0 END(+1/2)	0
14u	8D6 Entangle, entangle not damaged, 1/2 END(+1/4)	7
14u	6D6 Flash, Mental Group, Area Effect(+1), radius	14
15u	15D6 Mental Illusions, 0 END(+1/2), Invisible(+1/2), Mental Group	0
15u	15D6 Mind Control, 0 END(+1/2), Invisible(+1/2), Mental Group	0
15u	5D6 RKA, 0 END(+1/2), x1 Armor Piercing(+1/2)	0
15u	80 STR TK, 1/2 END(+1/4)	7
15u	15D6 Telepathy, 0 END(+1/2), Invisible(+1/2), Mental Group	0
5	5 Power Defense	
9	+6 Telescopic Sense, Sight Group	
5	UV Vision	
	==Perks==	
20	Base: Headquarters (100pt)	
5	Money	
	==Talents==	
10	Eidetic Memory	
15	3D6 Luck	
3	Perfect Pitch	
	==Skills==	
3	Acting 19-	
3	Climbing 14-	
3	Computer Programming	
851	<b>: Powers Total</b>	
337	<b>+ Characteristic Total</b>	
1188	<b>= Total Cost</b>	

Base OCV: 8      Base DCV: 8  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

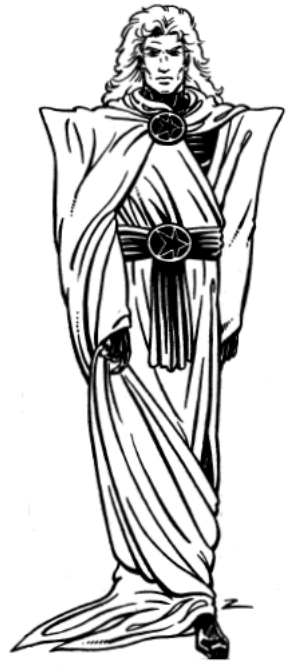
Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

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

DEX: 24      SPD: 7      ECV: 10  
Phases - 2 - 4 - 6 7 - 9 - 11 12  
PD/rPD 35/ 20 ED/rED 40/ 20  
END: 80      STUN: 75      BODY: 20

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**  
Classic Enemies (403) p78  
Name: Alexandro Medina  
Gender: Male  
Species: Human mutant  
Height: 6 feet 6 inches  
Weight: 220 pounds  
Hair: Blonde  
Eyes: Blue



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			16- 3 Conversation 19- 3 Deduction 16- 13 Disguise 16- 4 KS: Singing 13- 0 Lang: Spanish,native 3 Lang: English,fluent w/accnt 40 8 Levels: Multipower, related group 3 Security Systems 16- 3 Stealth 14-				