

NAME: Monopole				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10/30	Strength	x1	10	0
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
15	Body	x2	10	10
13	Intelligence	x1	10	3
11	Ego	x2	10	2
13	Presence	x1	10	3
12	Comeliness	x1/2	10	1
2/15	Physical Defex	x1	6	0
4/13	Energy Defens	x1	4	0
5	Speed	x10	3.0	20
6/10	Recovery	x2	10	0
40	Endurance	x1/2	40	0
30/40	Stun	x1	40	0
Characteristics Cost:				89

STR Roll: 15-	Run	30"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	6"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 68

DISADVANTAGES	BASE: 100+PTS
DNPC, "James Williams, father", incompetent, appear 8-	15
Enraged, "Takes Body", very common, occur 11-, recover 11-	13
Hunted, "Small super hero group", more powerful, harsh, appear 8-	15
Hunted, "Police", as powerful, non-combat influence, harsh, appear 8-	15
Psych Lim, "Loud mouthed, cannot shut up", very common, strong	20
Psych Lim, "Facinated by super villains", common, strong	15
Secret ID, "Wendell Williams"	15
Unluck, 1D6	5

Disadvantages Total : 113
Experience Spent + 68
Total Points = 281

ENEMIES

PTS	POWERS	END
==Skills==		
2	AK: City 11-	
3	KS: Super Villains 12-, (INT based)	
6	3 Levels: Move-bys	
10	2 Levels: Hand-to-hand combat, related group	
10	5 Levels: Running	
0	PS: Publisher 8-	
4	SC: Magnetics 13-, (INT based)	
3	SC: Plastics 12-, (INT based)	
==Equipment==		
4	8 Flash Defense, "Helmet", Sight Group, OIF(-1/2), 14-Activation(-1/2)	
51	MP (Magnetism) (102), "Electro-Magnetic Batons", OAF(-1)	
1u	2D6 HA, 1/2 END(+1/4)	0
3u	3D6 RKA, No Range (-1/2), 0 END(+1/2)	0
4u	45 STR TK, No Range (-1/2), 0 END(+1/2)	0
47	PKG, "Magnetic Skates", OIF(-1/2)	3
(7)	+0 STR Clinging	
(40)	+24" Running, 1/2 END (+1/4)	3
48	PKG, "Suit", IIF(-1/4)	2
(7)	+9 ED	
(12)	6/4 Force Field (Magnetism), 0 END (+1/2)	0
(7)	+9 PD	
(16)	+20 STR	2
(6)	30 STR, 1/2 END(+1/4)	0

192 : **Powers Total**
89 + **Characteristic Total**
281 = **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	

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

DEX: 20 SPD: 5 ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 21/ 6 ED/rED 17/ 4
END: 40 STUN: 40 BODY: 15

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 (36) p45
Name: Wendell Williams
Gender: Male
Species: Human

