

NAME: Moonsilver
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
17	Dexterity	x3	10	21
28	Constitution	x2	10	36
15	Body	x2	10	10
23	Intelligence	x1	10	13
23	Ego	x2	10	26
20	Presence	x1	10	10
18	Comeliness	x1/2	10	4
10	Physical Defex	x1	3	7
10	Energy Defens	x1	6	4
4	Speed	x10	2.7	13
7	Recovery	x2	9	-4
60	Endurance	x1/2	56	2
40	Stun	x1	37	3
Characteristics Cost:				150

STR Roll: 12-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 14-	Jump	3"
EGO Roll: 14-		
PER Roll: 14-		

Experience: 10

DISADVANTAGES	BASE:	200+PTS
Berserk, "Supernatural beings", uncommon, occur 14-, recover 11-		20
Distinctive, "Adept", easily concealable, minor		5
Distinctive, "Unusually looks in hero ID", easily concealable, minor		5
Hunted, "Supernatural monsters", as powerful, harsh, appear 8-		10
Psych Lim, "Hatred of evil magic", uncommon, moderate		5
Psych Lim, "Sensitive about looks", very common, moderate		15
Psych Lim, "Paranoia", very common, strong		20
Secret ID, "Paul Glass"		15
Unluck, 2D6		10
Vuln, "Bullets", uncommon, x2 stun		10

Disadvantages Total : 115
Experience Spent + 10
Total Points = 325

The Circle

PTS POWERS END

5	IR Vision	
5	Instant Change	
30	Life Support, doesn't breathe, doesn't eat/sleep/excrete, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to aging	
6	11 Mental Defense	
75	MP (Light) (75)	
15m	15D6 EB	7
6m	15" Flight	3
6m	15/15 Force Field	3
9m	3D6 HKA	4
6m	2D6 RKA	3
6m	15" Teleport	3
5	UV Vision	
==Skills==		
1	SC: Archaeology 8-	

175 : **Powers Total**
150 + **Characteristic Total**
325 = **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: 17 SPD: 4 ECV: 8
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 10/ 0 ED/rED 10/ 0
END: 60 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

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Name: Paul Glass
Species: Human
Gender: Male
Team: The Circle

