

NAME: Overdrive
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
10	Dexterity	x3	10	0
10	Constitution	x2	10	0
10	Body	x2	10	0
15	Intelligence	x1	10	5
10	Ego	x2	10	0
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
2	Physical Defex	x1	2	0
2	Energy Defens	x1	2	0
3	Speed	x10	2.0	10
4	Recovery	x2	4	0
20	Endurance	x1/2	20	0
20	Stun	x1	20	0
Characteristics Cost:				15

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

Experience: 82

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "PRIMUS", more powerful, non-combat influence, harsh, appear	8-	20
Hunted, "Champions", more powerful, non-combat influence, harsh, appear	8-	20
Public ID, "James Proudman"		10
Vuln, "Attacks that drain his life force", uncommon, x2 stun		10
Vuln, "Attacks that drain his life force", uncommon, x2 body		10

Disadvantages Total : 80
Experience Spent + 82
Total Points = 362

ENEMIES

PTS	POWERS	END
120	MP (Mutant Powers) (120)	
12m +60	STR	6
12m +20	DEX	
12m +30	CON	
12m +30	BODY	
12m +60	INT	
12m +30	EGO	
12m +60	PRE	
12m +120	COM	
12m +60	PD	
12m +60	ED	
12m +6.0	SPD	
12m +30	REC	
12m +120	END	
12m +60	STUN	
==Skills==		
3	Acrobatics 11-	
3	Breakfall 11-	
3	Conversation 11-	
3	Deduction 12-	
16	2 Levels, all combat	
3	Persuasion 11-	
3	Seduction 11-	
3	Stealth 11-	
3	Streetwise 11-	
3	Tactics 12-	
==Equipment==		
16	8/8 Armor, OIF(-1/2)	

347 : **Powers Total**
15 + **Characteristic Total**
362 = **Total Cost**

Base OCV: 3 Base DCV: 3
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: 10 SPD: 3 ECV: 3
Phases - - - 4 - - - 8 - - - 12
PD/rPD 10/ 8 ED/rED 10/ 8
END: 20 STUN: 20 BODY: 10

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
Villains, Vandals and Vermin (226) p106
Name: James Proudman
Species: Human mutant
Gender: Male
Height: 6 feet

