

NAME: Vector
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
14	Dexterity	x3	10	12
20	Constitution	x2	10	20
12	Body	x2	10	4
18	Intelligence	x1	10	8
13	Ego	x2	10	6
13	Presence	x1	10	3
6	Comeliness	x1/2	10	-2
6	Physical Defex	x1	2	4
8	Energy Defens	x1	4	4
4	Speed	x10	2.4	16
8	Recovery	x2	6	4
40	Endurance	x1/2	40	0
27	Stun	x1	27	0
Characteristics Cost:				79

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

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "Flight goes off randomly when hit by radiation", uncommon, occur 14-		15
Distinctive, "Yellow body with colored stripes", concealable, extreme		20
Hunted, "Authorities and heroes", as powerful, non-combat influence, harsh, appear 8-		15
Normal Stats		20
Psych Lim, "Casual killer", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Power hungry", common, strong		15
Public ID, "Simon Utrecht"		10
Rep, "Telekinetic villain", occur 11-, extreme reputation		15
Unluck, 2D6		10

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250



PTS	POWERS	END
12	4/4 Armor	
24	Life Support, doesn't breathe, doesn't eat/sleep/excrete, safe in vacuum/pressure, safe in heat/cold, immune to disease	
10	13 Mental Defense	
84	MP (Telekinesis) (105), Gestures (-1/4)	
8u	12D6 EB (Telekinesis), vs physical defense, Double Knockback (+3/4)	10
5u	22" Flight (Telekinesis), x32 Non-Combat	4
4u	6 OCV Missile Deflection (Telekinesis), deflect all attacks, reflect at any target	
5u	4" Tunneling, 12 DEF Increased Def ==Skills==	1
3	High Society 12-	
4	Martial Disarm	
3	Navigation 11-	
3	Oratory 12-	
3	2 Rng Levels: Energy Blast	
3	Tactics 13-	

171 : **Powers Total**
79 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 5 Base DCV: 5
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	
Martial Disarm	1/2	-1	+1	20 STR

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

DEX: 14 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 10/ 4 ED/rED 12/ 4
END: 40 STUN: 27 BODY: 12

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
Name: Simon Utrecht
Species: Human mutate
Gender: Male
Hair: None
Team: U-Foes (leader)