Name: Farris
Player: SCM

Val	Char	Base	Cost	Max	Pts.
10	STR	10	x1		0
18	DEX	10	x3		24
15	CON	10	x2		10
15	BODY	10	x2		10
23	INT	10	x1		13
30	EGO	10	x2		40
20	PRE	10	x1		10
18	COM	10	x½		4
5	PD	2	x1		3
5	ED	3	x1		2
5	SPD	2.8	x10		22
10	REC	5	x2		10
50	END	30	x½		10
38	STUN	28	x1		10
			Characteristics Cost:		168

STR Roll:	11-	Run: 6"
DEX Roll:	13-	Swim: 2"
CON Roll:	12-	Jump: 2"
INT Roll:	14-	Flight: 20"
EGO Roll:	15-	Flight: 5"
PER Roll:	14-	

Disadvantages **+ Base: 100**

10 Psych. Lim.: Fear of being discovered (Uncommon, Strong)
15 Psych. Lim.: Afraid to get close to people (Common, Strong)
5 DNPC: Younger sister, Marie (Normal, 8-); Skills: Useful, -5
10 Rivalry: Coworker: Richard Erdhardt; Situation: Professional, 5; Position: Superior, +5; Rival: NPC, +0

Experience		
0	Disadvantages Total:	40
	Experience Spent +	0
	Total Cost =	140

Pts.	Skill / Talent / Perk / Power	END/ Roll
50	Multipower: Mental Manipulation (50-pt reserve); Increased END: ×2, -½; Invisible Power Effects (Mental): +½	
u-5	5d6 Ego Attack; Multipower: Fixed Slot	14
u-5	10d6 Mental Illusions; Multipower: Fixed Slot	14
u-5	10d6 Mind Control; Communication: Verbal, +0; Multipower: Fixed Slot	14
u-5	8d6 Mind Scan; Attack Roll Bonus: 5, 10; Number of Minds: 10,000,000; Multipower: Fixed Slot	14
u-5	10d6 Telepathy; Multipower: Fixed Slot	14
40	Multipower (60-pt reserve); Special Effect: Telekinesis; Activation: 14-, -½	
u-4	Telekinesis (STR 40); Range: 300; Manipulation: Coarse, +0; Special Effect: Telekinesis; Multipower: Fixed Slot	6
u-4	Missile Deflection (All Ranged Attacks, At Anyone, OCV 11); Deflect Attacks: Normal, +0; Deflection Bonus: 5, 10; Special Effect: Telekinesis; Multipower: Fixed Slot	
u-4	20" Flight (NC: 640"); Non-Combat Multiplier: ×32, +20; Non-Combat (MPH): 1,190; Special Effect: Telekinesis; Multipower: Fixed Slot	4
u-3	Force Field (20 PD/20 ED); Special Effect: Telekinesis; Multipower: Fixed Slot; Charges: 16, +0; Hardened: ×1, ¼	0
5	5" Flight (NC: 10"); Non-Combat Multiplier: ×2, +0; Non-Combat (MPH): 19; Limited Power: Only for Gliding: -1	1
3	Scholar	
3	Linguist	
3	Bugging	14-
3	Bureaucratics	13-
3	Computer Programming	14-
3	Conversation	13-
3	Criminology	14-
3	Deduction	14-
3	Forgery	11-
3	Interrogation	13-
3	Persuasion	13-
3	Security Systems	14-
2	Knowledge Skill: Intelligence Gathering Techniques	14-
2	Knowledge Skill: American Paranormals	14-
2	Knowledge Skill: VIPER	14-
2	Knowledge Skill: PRIMUS Proceedures	14-
2	Knowledge Skill: Criminal Organizations	14-
2	Knowledge Skill: Foreign Paranormals	14-
3	Professional Skill: PRIMUS Intelligence Operative	14-
2	Area Knowledge: Atlanta	11-
4	Russian (Imitate Dialects); Literacy: Standard, 0	
3	Byelorussian (Native Accent); Literacy: Standard, 0	

207 : Skills and Powers Cost
168 + Characteristics Cost
375 = Total Cost

Base OCV: 6 Base DCV: 6
Adjustment + Adjustment +
Final OCV = Final DCV =

Levels:

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effect
Block	½	--	+0	stops attacks, abort
Brace	0	+2	½	+2 vs. RMod
Disarm	½	-2	0	disarm: STR vs. STR
Dodge	½	--	+3	vs. all attacks, abort
Grab	½	-1	-2	grab, do STR
Haymaker	½	0	-5	3d6 bef. Pushing
Move By	½	-2	-2	1d6+v/5
Move Through	½	-v/5	-3	2d6+v/3
Set	1	+1	0	
Strike	½	+0	+0	STR or weapon type
Other Attacks	½	+0	+0	
Covered	½	-2*	+0	target held at gunpoint
Dive for Cover	½	+0	+0	moves character, abort
Pull a Punch	½	-1/3d6	0	full STUN, ½ BODY
Roll w/Punch	½	-2	-2	½ STUN/BODY, abort
Snap Shot	1	-1	0	duck behind cover
Suppression	1	-2	+0	continuous autofire
Sweep	1	-2	×½	hit mult. targets HTH

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 18, SPD: 5, ECV: 10
Phases: 3, 5, 8, 10, 12
PD/rPD: 25/20 ED/rED: 25/20 MD: 0
END: _____ STUN: _____ BODY: _____
Lift: 100kg

Pts.	Skill / Talent / Perk / Power	END/ Roll
3	Ukranian (Native Accent); Literacy: Standard, 0	
2	Cantonese (Completely Fluent w/accent); Literacy: Standard, 0	
2	Mandarin (Completely Fluent w/accent); Literacy: Standard, 0	
2	Hindustani (Completely Fluent w/accent); Literacy: Standard, 0	
3	French (Native Accent); Literacy: Standard, 0	

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