## Character Name Quantum

Alternate Identities \_\_\_\_

Player Name Jim Seymour

**CHARACTERISTICS** Val Char **Points** Roll 20/60 10 13-/21-STR 16 DEX 12 12-20 CON 10 13-15 INT 5 12-10/30 EG0 0 11-/15-10 PRE 0 11-8 0CV 25 8 DCV 25 3 0 OMCV 3 DMCV 0 30 5 SPD 25/45 PD 13 25/45 ED 13 10 6 REC 60 8 END 5 15 BODY **Total Cost** 50 STUN 15 177

ATTACKS & MANEUVERS						
Maneuver	Phase	OCV	DCV	Effects		
Block	1/2	+0	+0	Block, abort		
Brace	0	+2	1⁄2	+2 OCV vs R. Mod.		
Disarm	1/2	-2	+0	Disarm, STR v. STR		
Dodge	1/2	_	+3	Abort, vs. all attacks		
Grab	1/2	-1	-2	Grab 2 limbs		
Grab By	1⁄2†	-3	-4	Move & Grab; +(v/10) to STR		
Haymaker	1⁄2*	+0	-5	+4 DCs to attack		
Move By	1⁄2†	-2	-2	STR/2 + v/10; you take 1/3		
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full		
Multiple Attack	1	var	1/2	Attack multiple times		
Set	1	+1	+0	Ranged attacks only		
Shove	1/2	-1	-1	Push 1m per 5 STR		
Strike	1/2	+0	+0	STR or weapon		
Throw	1/2	+0	+0	Throw w/ STR dmg		
Trip	1/2	-1	-2	Knock target Prone		
l ——						

# CURRENT STATUSMaximumCurrentEND60BODY15STUN50

# VITAL INFORMATION HTH damage (STR/5)d6 4d6/12d6

Lift <u>400kg/102.4tons</u> STR END Cost <u>2/8</u> Phases 1 2 3 4 5 6 7 8 9 10 11 12 Base OCV <u>8</u> Base DCV <u>8</u> Base OMCV <u>3</u> Base DMCV <u>3</u>

Combat Skill Levels \_\_\_\_

+3 small group (Blast, RKA, Flash) +1 with Multipower

Presence Attack (PRE/5)d6 2d6

DEFENSES				
Туре	Amount/Effect			
Normal PD	25/45			
Resistant PD	10/30			
Normal ED	25/45			
Resistant ED	10/30			
Mental Defense	0			
Power Defense	2			
Flash Defense	4 (Sight Group)			
	-			

LEDA
System
SIXTH EDITION

EXPERIENCE POINTS			
Total Points	441		
Total Experience Earned	41		
Experience Spent	41		
Experience Unspent	0		

HIT LOCATION CHART						
3d6 Roll	Location	STUN X	N Stun	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_1
6	Hands	x1	X1⁄2	X1⁄2	-6	/
7-8	Arms	x2	X1⁄2	X1⁄2	-5	/
9	Shoulders	х3	x1	x1	-5	/
10-11	Chest	xЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	x4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X1⁄2	x½	-6	/
17-18	Feet	x1	X1⁄2	x½	-8	/
DCV N	Average Def DCV Modifier Total Weight					
Armor Notes						

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	33-64 -6	65-125 126-250 -8 -10
Targeting Shot	<b>OCV</b>	<b>Hit Location</b>
Head Shot (Head to Shoulders)	-4	1d6+3
High Shot (Head to Vitals)	-2	2d6+1
Body Shot (Hands to Legs)	-1	2d6+4
Low Shot (Shoulders to Feet)	-2	2d6+7*
Leg Shot (Vitals to Feet)	-4	1d6+12
* Treat a 19 as the l	Feet loc	cation

MOVEMENT			
Туре	Combat	Noncombat	
Run (12m)	12m	24m	
Swim (4m)	<b>4</b> m	<u>8m</u>	
H. Leap (4m)	<b>4</b> m	<u>8m</u>	
V. Leap (2m)	<b>2</b> m	<u>4m</u>	
<u>Flight</u>	<b>4</b> 8m	192m	
Teleportation	<u>60m</u>	<u>120m</u>	
Movement SFX			

SENSES

Perception Roll (9+INT/5) <u>12-</u> Enhanced and Unusual Senses Infrared Perception (Sight Group)

Radio Perception/Transmission (Ra...

### CHARACTER INFORMATION

Character Name<u>Quantum</u> Height <u>2.00 m</u>Weight <u>100.00 kg</u>

Hair color <u>not visible</u> Eye color <u>not visible</u>

SKI	LLS, PERKS, & TALEI	NTS
Cost	Name	Roll
3	Computer Programming	12-
2	Cryptography; Concentration (½ DCV; -4)	12-
3	Deduction	12-
3	Disguise	12-
2	Electronics; Concentration (½ DCV; -4)	12-
2	Lipreading; Concentration (½ DCV; -4)	12-
3	Mimicry	12-
2	Security Systems; Concentration (½ DCV;	
3	Acting	11-
9	+3 small group (Blast, RKA, Flash)	
5	+1 with Multipower	
5	Computer Link	
	Computer Link	
3	Absolute Range Sense	
3	Absolute Time Sense	
3	Bump Of Direction	
3	Lightsleep	
3	Lightning Calculator	
3	Perfect Pitch	
3	Eidetic Memory (5 Active Points); Limited	
	Power Power loses about a third of its	
	effectiveness (Only Sight and Sound; -½	)
		/
<u> </u>		
<u>63</u>	Total Skills, Perks, & Talents	Cost



**CAMPAIGN INFORMATION** 

Campaign Name \_

Genre \_\_\_\_\_

Gamemaster Chris Bezodis

### **POWERS AND EQUIPMENT**

Cost	Name	Power/Equipment	END
30		Resistant Protection (10 PD/10 ED)	
4		Sight Group Flash Defense (4 points)	
2		Power Defense (2 points)	
60		Multipower, 60-point reserve	
12v	Flight	1) Flight 10m, Persistent (+14), Reduced Endurance (0 END; +1/2) (17 APs) plus Flight 38m, x4	
		Noncombat	4
10v		2) Blast 12d6 (60 APs); No Knockback (-4)	6
12v		3) +40 STR, Affects Desolidified Any form of Desolidification (+½) (60 APs)	6
10v		4) Killing Attack - Ranged 4d6 (60 APs); No Knockback (-14)	6
8v		5) Sight Group Flash 8d6, Area Of Effect (8m Cone; +4), Selective (+4) (60 APs); No	
		Range (-1/2)	6
10v		6) Resistant Protection (20 PD/20 ED) (60 APs); Costs Half Endurance (-4)	3
4f		7) Telekinesis (40 STR) (60 APs); Extra Time (Full Phase, -½)	6
4f		8) Teleportation 60m (60 APs); Extra Time (Full Phase, -½)	6
3f		9) Barrier & PD/& ED, & BODY (up to 11m long, 4m tall, and ½m thick), Configurable (+¼)	
		(60 APs); Costs Endurance (to maintain; -½), No Range (-½)	6
4v		10) Invisibility to Sight Group (20 APs)	2
2v		11) Sight and Hearing Groups Images (15 APs); No Range (-½)	1
lv		12) Life Support (Expanded Breathing; Extended Breathing: I END per Turn; Safe in High	
		Pressure; Safe in Intense Cold) (9 APs); Costs Endurance (-½)	1
10		+20 EGO (20 APs); Limited Power Power loses about half of its effectiveness (Only to	
		defend against Mind Control; -1)	
5		Infrared Perception (Sight Group)	
6		Radio Perception/Transmission (Radio Group) (10 APs); Costs Endurance (-½),	
		Concentration (½ DCV; -4)	1
4	Instant Change	Cosmetic Transform Id6, Improved Results Group (+¼), Trigger (Activating the Trigger	
		requires a Zero Phase Action, Trigger resets automatically, immediately after it	
		activates; +%) (6 APs); Limited Target ([Limited]; -½)	1
201	Total Powers/I	Equipment Cost	

# MATCHING COMPLICATIONS (75) Cost Complication 15 Social Complication: Secret Identity Frequently, Major 10 Vulnerability: 2 x Effect Magic (Uncommon) 15 Watched by Aliens: Frequently (Mo Pow; NCl; Watching) 5 Watched by the Government: Infrequently (Mo Pow; Watching) 15 Opposed to Killing: (Common; Strong) 15 Overconfidence: (Very Common; Moderate) 75 Total Complications Points