Character Name _	Quantum
Alternate Identities	
Player Name	Jim Seymour



CHARACTERISTICS						
Val	Char	Points	Roll			
20/60	STR	10	<u>13-/21-</u>			
18	DEX	16	_13			
20	CON	10	<u>13-</u>			
_ 15	INT	5	12-			
10/30	EG0	0	11-/15-			
10	PRE	0				
8	OCV	25				
8	DCV	25				
_3	OMCV	0				
3	DMCV	0				
5	SPD	30				
25/45	PD	_13				
25/45	ED	13				
10	REC	6				
_60	END	8				
_ 15	BODY	5	Total Cost			
50	STUN	15	181			

CURRENT STATUS					
	Maximum	Current			
END	60				
BODY	<u>15</u>				
STUN	50				

VITAL INFORMATION	
HTH damage (STR/5)d6 <u>4d6/12d6</u>	
Lift 400kg/102.4tons STR END Cost 2/	8
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)d62d6	

OTX THE EDIT	
EXPERIENCE PO	DINTS
Total Points	479
Total Experience Earned	79
Experience Spent	79
Experience Unspent	0

	HIT LO	CA	ΓΙΟΝ	I CH	AF	RT
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X1/2	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	х4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	X½	-6	/
17-18	Feet	x1	X½	X½	-8	/_
			Avei	age D	ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
Armo	r Notes					

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		
<u> </u>						

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	3		
Flash Defense	4 (Sight Group)		

SENSES	
Perception Roll (9+INT/5) _	12-
Enhanced and Unusual Se	nses
Infrared Perception (Sight G	roup)
Radio Perception/Transmiss	ion (Ra
,	

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	OCV	Hit Location			
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 I	eet lo	cation			

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	2m	4m		
<u>Flight</u>	52m	208m		
Teleportation	60m	120m		
Movement SFX				

CHARACTER INFORMATION

Character Name Quantum

Height 2.00 m Weight 100.00 kg

Hair color not visible Eye color not visible



CAMPAIGN INFORMATION

Campaign Name Rose City Flve

Genre

Gamemaster Chris Bezodis

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SKI	LLS, PERKS, & TALE	NTS
Cost	Name	Roll
3	Computer Programming	12-
2	Cryptography; Concentration (½ DCV; -¼)	12-
3	Deduction	12-
3	Disguise	12-
2	Electronics; Concentration (½ DCV; -¼)	12-
2	Lipreading; Concentration (½ DCV; -¼)	12-
3	Mimicry	12-
2	Security Systems; Concentration (½ DCV;	-14)12-
3	Acting	11-
9	+3 small group (Blast, RKA, Flash)	
5	+1 with Multipower	
	-	
5	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; -1/2)

63 Total Skills, Perks, & Talents Cost

Cost	Name	Power/Equipment	ENI
30	Force Field	Resistant Protection (10 PD/10 ED)	
9	Persistent Flight	Flight 5m, Persistent (+¼), Reduced Endurance (0 END; +½) (9 APs)	
4		Sight Group Flash Defense (4 points)	
3		Power Defense (3 points)	
75		Multipower, 75-point reserve	
10v	Flight	1) Flight 47m, x4 Noncombat (52 APs)	5
12v	Blast	2) Blast 10d6, Variable Advantage (+14 Advantages; AP, Autofire:3, AofE, Does KB, Inc. Max	
		Range, Inobvious to one sense group, Personal Immunity, ½ END; +½) (75 APs); No	
		Knockback (-¼)	_7
12v	Strength	3) +40 STR, Affects Desolidified Any form of Desolidification (+½) (60 APs)	6
llv	Killing Blast	4) Killing Attack - Ranged 3d6, Variable Advantage (+¼ Advantages; +1 STUN, AP,	
		Autofire:3, etc.; +½) (67 APs); No Knockback (-¼)	7
14v	Flash	5) Sight Group Flash 7d6, Variable Advantage (+½ Advantages; AP, AofE, etc.; +1) (70	
		APs)	7
10v	Force Field	6) Resistant Protection (20 PD/20 ED) (60 APs); Costs Half Endurance (-4)	3
4f	Telekinesis	7) Telekinesis (40 STR) (60 APs); Extra Time (Delayed Phase, -4), Gestures (-4)	6
4f	Teleportation	8) Teleportation 60m (60 APs); Extra Time (Full Phase, -½)	6
3f	Force Wall	9) Barrier 8 PD/10 ED, 0 BODY (up to 20m long, 4m tall, and ½m thick), Configurable (+¼)	
		(65 APs); Costs Endurance (to maintain) (-½), No Range (-½), Gestures (-¼)	6
4v	Invisibility	10) Invisibility to Sight Group (20 APs)	2
2v	Video Playback	II) Sight and Hearing Groups Images (IS APs); No Range (-½)	_1
2v	Life Support	12) Life Support (Expanded Breathing; Extended Breathing: I END per Minute; Safe in High	
		Pressure; Safe in Intense Cold) (10 APs)	
10	Automation Defense	+20 EGO (20 APs); Limited Power Power loses about half of its effectiveness (Only to	
		defend against Mind Control; -1)	
5	Infrared Perception	Infrared Perception (Sight Group)	
7	Radio	Radio Perception/Transmission (Radio Group) (10 APs); Costs Endurance (Only Costs	
		END to Activate; -¼), Concentration (½ DCV; -¼)	_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; +¾) (6 APs); Limited Target ([Limited]; -½)	1

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; NCI; Watching)	Frequently		
_ 5	Watched by the Government: Infrequently (Mo Pow; Watching)	Infrequently		
15	Opposed to Killing: (Common; Strong)			
15	Overconfidence: (Very Common; Moderate)			
75	Total Complications Points			