

NAME: Pong (VU p91)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13	Strength	x1	10	3
13	Dexterity	x3	10	9
14	Constitution	x2	10	8
9	Body	x2	10	-2
9	Intelligence	x1	10	-1
8	Ego	x2	10	-4
15	Presence	x1	10	5
20	Comeliness	x1/2	10	5
3	Physical Defex	x1	3	0
3	Energy Defens	x1	3	0
3	Speed	x10	2.3	7
6	Recovery	x2	6	0
28	Endurance	x1/2	28	0
23	Stun	x1	23	0
Characteristics Cost:				30

STR Roll: 12-	Run	6"
DEX Roll: 12-	Swim	4"
INT Roll: 11-	Jump	3"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Beautiful features", easily concealable, minor		5
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "INS", less powerful, non-combat influence, harsh, appear		10
Normal Stats		20
Psych Lim, "Loves expensive cars and motorcycles", common, moderate		10
Psych Lim, "Excitement junkie", common, strong		15
Psych Lim, "Bragart", common, strong		15
Public ID, "Felicia Rodriguez"		10
Rep, "Trouble making mutant gang member", occur 8-, extreme reputation		10
Rivalry, "Sister", professional		5
Unluck, 2D6		10
Vuln, "Supernatural/magic attacks", uncommon, x2 body		10
Vuln, "Supernatural/magic attacks", uncommon, x2 stun		10

Disadvantages Total : 140
Experience Spent + 0
Total Points = 240

ENEMIES

PTS	POWERS	END
5	+5 CON, Only to hold breath longer(-1)	
30	EC (30), "Adaptive body"	
30a)	20/20 Armor	
30b)	75% Damage Reduction (ED), resistant	
30c)	75% Damage Reduction (PD), resistant	
39d)	11" Stretching, 1/2 END(+1/4)	3
2	Life Support, doesn't eat/sleep/excrete, Only to not eat(-1)	
5	MP (5), "Stretching tricks"	
1u	5" Gliding	2
1u	8" Superleap	1
2	4" Swimming	
3	Lang: English, fluent w/accnt	
0	Lang: Spanish, native	
4	Martial Escape	
3	Martial Grab	
3	Paramedic 11-	
2	PS: Cook 11-	
2	PS: Dancer 11-	
2	PS: Seamstress 11-	
1	TF, Small (Cars)	
1	WF, Swords	
	==Equipment==	
7	1D6 HKA, "Knife", vs physical defense, OAF (-1)	1
7	1D6 RKA, "Gun", vs physical defense, OAF (-1), 7-8 Charges (-1/4), 2 Clips	0

Base OCV: 4 Base DCV: 4
 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 Escape	1/2	+0	+0	28 STR
Martial Grab	1/2	-1	-1	23 STR

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

DEX: 13 SPD: 3 ECV: 3
 Phases - - - 4 - - - 8 - - - 12
 PD/rPD 23/ 20 ED/rED 23/ 20
 END: 28 STUN: 23 BODY: 9

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