| Cloveri | eaf (Delta class SPB | for Brian Wong | g's W | atch Tower) (7/98)                 |
|---------|----------------------|----------------|-------|------------------------------------|
| Val     | Char                 | Cost           | 100   | + Disadvantages                    |
| 40      | Strength             | 30             | 15    | Secret ID                          |
| 27      | Dexterity            | 51             | 20    | Vuln.: 1.5x STUN, BODY electricy   |
| 40      | Constitution         | 60             | 15    | Psych.: Protective of subordinates |
| 20      | Body                 | 20             | 25    | Hunted by law enforcement 14-      |
| 18      | Intelligence         | 8              |       |                                    |
| 15      | Ego                  | 10             |       |                                    |
| 30      | Presence             | 20             |       |                                    |
| 14      | Comliness            | 2              |       |                                    |
| 10      | Physical Defense     | 2              |       |                                    |
| 10      | Energy Defense       | 2              |       |                                    |
| 7       | Speed                | 33             |       |                                    |
| 15      | Recovery             | -2             |       |                                    |
| 80      | Endurance            | 0              |       | experience spent                   |
| 65      | Stun                 | 5              | 175   | disadvantage total                 |
|         |                      |                |       |                                    |
|         | Characteristic Total |                | 241   |                                    |
|         | Power Total          |                | 270   |                                    |
|         | Total Cost           |                | 511   |                                    |
|         |                      |                |       |                                    |
|         |                      |                |       |                                    |
|         |                      |                |       |                                    |
|         | _                    |                |       |                                    |
| OCV     | 9                    | INT Roll       | 13    |                                    |
| DCV     | 9                    | DEX Roll       | 14    |                                    |
| ECV     | 6                    | EGO Roll       | 12    |                                    |
|         |                      | PER Roll       | 13    |                                    |
|         |                      |                |       |                                    |

Total Active Cost 808

| Cost<br>90 | Powers<br>Multipower  | Active<br>90 | End  |
|------------|---|--------------|------|
| 4          | u Concussion Mini-Grenade 12d6 Explosion [3c]   | 90           | 0    |
| 3          | u Sleep Gas Mini-Grenade 4d6 NND, 4" AE Radius, doesn't affect non-air breathers [2c]   | 80           | 0    |
| 4          | u Sensory Deprivation Gas Mini-Grenade Darkness 6" r. v. Sight Group,<br>Hearing Group, Mental Group [3c] each lasts one turn | 80           | 0    |
| 5          | u <b>Electric Vision</b> EB, 10d6, AP, Beam, Not AP v. FF   | 75           | 7    |
| 4          | u Wrist Slashers HKA, 2d6, +1 Stun Mult. (4d6-1 w/STR)  | 45           | 4    |
| 6          | u Steel Cable Entangle 6d6, DEF 6, transparent to attack [8c]   | 90           | 0    |
| 36         | Thick Skin: Armor +12 rPD, +12 rED  | 36           |      |
| 7          | Hold Breath: LS: self-contained, costs END  | 10           | 1    |
| 24         | Ghost Shield: Armor +12 rPD, +12 rED, Activate 14-  | 36           |      |
| 30         | Multipower, 30 pt reserve   | 30           | •    |
| 3          | u <b>Spotlight</b> Change Environment: Illuminate 32" AE r.   | 30           | 3    |
| 3<br>3     | u Bullhorn Change Environment: Amplify voice, radio 32" AE r.  Trained Observer +1 all PER rolls                              | 30<br>3      | 3    |
| 3<br>4     | Running +2"   | 3<br>4       | 1/5" |
| 4          | Rulling +2  | 4            | 1/3  |
| 7          | Radio Headpiece, OIF<br>Hi-range radio hearing, OIF: Radio Headpiece  | 10           |      |
|            | Skills/Talents/Perks  |              |      |
| 37         | Commando Training   | 37           |      |
|            | Boxing Cross +2 DCV 14d6  |              |      |
|            | Aikido Throw +1 DCV 12d6 + v/5  |              |      |
|            | Karate Chop -2 OCV, 3d6-1 K   |              |      |
|            | Choke Hold -2 OCV, grab, 3d6 NND v. resistant defenses  |              |      |
|            | Disarm -1 OCV, +1 DCV, STR 70 disarm  |              |      |
|            | Block +2 CV, Block, Abort<br>+4 DC  |              |      |
| 0          | Language: English (Native)  | 0            |      |
| 4          | Language: German (fluent)   | 4            |      |
| 3          | SC: Mechanical Engineering 12-  | 3            |      |
| 3          | Security Systems 13-  | 3            |      |
| 16         | Combat Skill Levels: +2 all combat  | 16           |      |
| 3          | Resistance +1   | 3            |      |
| 3          | Ambidexterity   | 3            |      |
| -          | · · · · · · · ·   | ŭ            |      |