

Pathfinder

Val	Char	Cost	100 + Disadvantages
20	Strength	10	15 Secret ID
24	Dexterity	42	5 Vuln.: 1.5x STUN from blasters (unc.)
25	Constitution	30	10 Susc.: 2d6 STR Drain from Drains and Transfers (unc.)
14	Body	8	5 Reputation: skilled martial artist willing to win at any cost, 8-
13	Intelligence	3	
11	Ego	2	10 Psych.: Vengeful (unc., str)
18	Presence	8	5 Vuln.: 1.5x effect Flash v. Smell, Hearing (unc.)
10	Comeliness	0	20 Hunted (various)
20	Physical Defense	16	5 Enraged when takes body, 8-, 11- (unc.)
20	Energy Defense	15	5 Vuln.: 1.5x STUN from magic (unc.)
6	Speed	26	
12	Recovery	6	
50	Endurance	0	experience spent
45	Stun	8	180 disadvantage total
Characteristic Total			174
Power Total			212
Total Cost			386

OCV 0 8	INT Roll	11
DCV 0 8	DEX Roll	14
ECV 0 4	EGO Roll	11
	PER Roll	11

Total Active Cost 366

Cost	Powers	Active	End
40	Multipower Focusing Bio-Energy Through Hands , limited	50	
4	u Strength Boost STR +50	50	5
4	u Cellular Disruption HKA, 3d6+1	50	5
2	u Damage Reduction 1/2 rPD, Costs END	30	3
2	u Damage Reduction 1/2 ED, Costs END	20	2
10	Superleap +5", x4 NCM	10	1
10	Damage Resistance +10 rPD, +10 rED	10	
10	Discriminatory Smell	10	
6	Telescopic Smell +4	6	
3	Telescopic Sight +2	3	
3	Telescopic Hearing +2	3	
4	Heightened Sense of Smell +2 PER	4	
12	Bio-Energy Aura Armor +6 rPD, +6 rED, only when using MP	18	
15	Bio-Energy Battery 100 END, 5 REC for MP	15	
12	Running +6"	12	1/5"
Skills/Talents/Perks			
20	Comic Book Martial Arts	20	
3	Acrobatics 14-	3	
5	Breakfall 15-	5	
4	PS: Carpenter 13-	4	
3	KS: Philosophy 12-	3	
20	+4 levels HTH	20	
3	AK: New York City 12-	3	
10	+1 overall level	10	
0	Language (English, native)	0	
2	Language (German)	2	
2	Language (French)	2	
3	Ambidexterity	3	

When using his multipower, his hands glow and leave trails of mystic energy through the air. When using the multipower, it costs him at least one END per phase, regardless of how he has the points allocated.