

Name: Sonic

Alternate ID: Lemar Phillips

Val	Char	Base	Cost
10	STR	10	0
23	DEX	10	39
20	CON	10	20
10	BODY	10	0
8	INT	10	-2
11	EGO	10	2
15	PRE	10	5
8	COM	10	-1
6/24	PD	2	4
6/24	ED	4	2
4	SPD	3.3	7
6	REC	6	0
40	END	40	0
25	STUN	25	0
6"	RUN	6	0
2"	SWIM	2	0
2"	LEAP	2	0

STR Roll: 11- **Run:** 6"
DEX Roll: 14- **Swim:** 2"
CON Roll: 13- **Leap:** 2"
INT Roll: 11-
EGO Roll: 11-
PER Roll: 11-

Disadvantages	Pts
Dependent NPC: Mother and Kid Brother (Toby) 11- (Incompetent; Group DNPC: x2 DNPCs)	25
Hunted: UNTIL 8- (Mo Pow, NCI, Watching)	10
Money: Poor	5
Psychological Limitation: Protective Of Community (Very Common, Strong)	20
Psychological Limitation: Code Against Killing (Common, Strong)	15
Reputation: Protector Of Neighborhood, 11- (Known Only To Those In Neighborhood)	5
Social Limitation: Secret Id (Frequently, Major)	15
Social Limitation: Teenager (Occasionally, Minor)	5

XP
0

Base Points : 150
Disads Total + 100
Experience Spent + 0
Total Cost = 250



Pts. Power/Skill/Perk/Talent END

- 22 **Sonic Powers:** Elemental Control, 44-point powers
- 23 1) **Sonic Shield:** Force Field (18 PD/18 ED), Reduced Endurance (1/2 END; +1/4) (45 Active Points) 2
- 23 2) **Sound Wave Riding:** Flight 15", Usable Underwater (+1/4), Reduced Endurance (1/2 END; +1/4) (45 Active Points) 2
- 50 **Sonic Attacks:** Multipower, 50-point reserve
- 4u 1) **Sonic Boom:** (Total: 50 Active Cost, 38 Real Cost) Energy Blast 7d6, Reduced Endurance (1/2 END; +1/4) (44 Active Points); Reduced By Range (-1/4) (Real Cost: 35) **plus** Hearing Group Flash 2d6 (6 Active Points); Linked (Energy Blast; -1/2), Reduced By Range (-1/4) (Real Cost: 3)
- 3u 2) **Piercing Shrii:** Hearing Group Flash 7d6, Reduced Endurance (1/2 END; +1/4), Area Of Effect (10" Line; +1) (47 Active Points); No Range (-1/2) 2
- 3u 3) **Audal Copying:** Hearing Group Images Increases Size (8" radius; +3/4), +/-6 to PER Roll, Reduced Endurance (1/2 END; +1/4) (46 Active Points); No Range (-1/2) 2
- 3u 4) **Silence Field:** Darkness to Hearing Group 8" radius, Reduced Endurance (1/2 END; +1/4) (50 Active Points); No Range (-1/2) 2
- 10 **Fine Sound Control:** Hearing Group Flash Defense (10 points) 0
- 3 Breakfall 14-
- 3 Concealment 11-
- 2 KS: Ghetto World 11-
- 2 KS: Rap Music 11-
- 5 Mimicry 13- (7 Active Points); Costs Endurance (-1/2)
- 3 Shadowing 11-
- 3 Stealth 14-
- 3 Streetwise 12-
- 2 TF: Small Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles
- 5 Ventriloquism 13- (7 Active Points); Costs Endurance (-1/2)
- 2 Perfect Pitch (3 Active Points); Costs Endurance (-1/2)

141 : Powers Cost
33 + Skills Cost
76 + Characteristics Cost
250 = Total Cost

Base OCV: 8 Base DCV: 8

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels:

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged attacks only
Strike	1/2	+0	+0	STR or weapon

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 23 SPD: 4 ECV: 4
Phases: 3, 6, 9, 12
6/24 PD (0/18 rPD) 6/24 ED (0/18 rED) MD: 0
END: 40 STUN: 25 BODY: 10

