

Name: Speed Ball
Alternate ID: Jacob Taylor

Val	Char	Base	Cost
15	STR	10	5
20	DEX	10	30
20	CON	10	20
10	BODY	10	0
8	INT	10	-2
8	EGO	10	-4
10	PRE	10	0
10	COM	10	0
10/18	PD	3	7
10/18	ED	4	6
6	SPD	3.0	30
7	REC	7	0
40	END	40	0
28	STUN	28	0
21"	RUN	6	0
17"	SWIM	2	0
3"	LEAP	3	0

STR Roll: 12- **Run:** 21"
DEX Roll: 13- **Swim:** 17"
CON Roll: 13- **Leap:** 3"
INT Roll: 11-
EGO Roll: 11-
PER Roll: 11-

Disadvantages	Pts
Dependent NPC: Football Coach 11- (Normal; Unaware of character's adventuring career/Secret ID)	20
Distinctive Features: Mutant (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)	5
Hunted: Omega Brain 8- (Mo Pow, Harshly Punish)	15
Hunted: UNTIL 8- (Mo Pow, NCI, Watching)	10
Psychological Limitation: Overconfident (Common, Strong)	15
Psychological Limitation: Protective Of Teammates (Very Common, Moderate)	15
Psychological Limitation: Secretly Likes Valkyrie (Uncommon, Moderate)	5
Reputation: Dumb School Jock, 14- (Known Only To School Kids)	10
Social Limitation: Teenager (Occasionally, Minor)	5

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



Pts.	Power/Skill/Perk/Talent	END
50	Speedy Limbs: Multipower, 50-point reserve	
5u	1) Blitz!: Running +15" (21" total), x8 Noncombat, Reduced Endurance (1/2 END; +1/4) (50 Active Points)	2
2u	2) Fast Crawl: Swimming +15" (17" total) (x4 Noncombat), Reduced Endurance (1/2 END; +1/4) (25 Active Points)	1
50	Speed Powers: Multipower, 50-point reserve	
3u	1) Fast Disassemble: Dispel Mechanical Devices 6d6, One At A Time (+1/4), Reduced Endurance (1/2 END; +1/4), Cumulative (x8 max.) (288 points; +1 1/4) (49 Active Points); No Range (-1/2)	2
3u	2) Super Sonic Fastball: Energy Blast 8d6, Reduced Endurance (1/2 END; +1/4) (50 Active Points); OIF (Thrown Projectile Of Opportunity) (-1/2), Beam (-1/4)	2
3u	3) Redirect Projectile: Missile Deflection (Bullets & Shrapnel), Missile Reflection, Reflect At Any Target (45 Active Points); Costs Endurance (-1/2), Will Not Work Against Heavy Missiles (-1/4)	4
2u	4) Complete Manual Task Quickly: Minor Transform 2d6 (Raw Materials Into Finished Task), Reduced Endurance (1/2 END; +1/4), Partial Transform (+1/2), Improved Target Group (Completed Object That Could Be Made From Raw Materials) (+1/2) (45 Active Points); No Range (-1/2), Limited Target (Raw Materials Of Task Only) Limited (-1/2)	2
6	Stand Still!: +2 with DCV (10 Active Points); Costs Endurance (-1/2), Must Be Running Or Swimming Power loses about a fourth of its effectiveness (-1/4)	1
14	Armored Costume: Armor (8 PD/8 ED) (24 Active Points); OIF (-1/2), Activation Roll 15- (-1/4)	0
4	+2 with Thrown Objects	
3	Acrobatics 13-	
3	Breakfall 13-	
3	Climbing 13-	
2	KS: Baseball 11-	
2	KS: Football 11-	
3	Paramedics 11-	

138 : Powers Cost
20 + Skills Cost
92 + Characteristics Cost
250 = Total Cost

Base OCV: 7 Base DCV: 7
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +2 with Thrown Objects, +2 with DCV (10 Active Points); Costs Endurance (-1/2), Must Be Running Or Swimming Power loses about a fourth of its effectiveness (-1/4)

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: 20 SPD: 6 ECV: 3
Phases: 2, 4, 6, 8, 10, 12
10/18 PD (0/8 rPD) 10/18 ED (0/8 rED) MD: 0
END: 40 STUN: 28 BODY: 10

