

**Name:** Amp

**Alternate ID:** Vincent Tobias

Val	Char	Base	Cost
13	<b>STR</b>	10	3
23	<b>DEX</b>	10	39
20	<b>CON</b>	10	20
15	<b>BODY</b>	10	10
8	<b>INT</b>	10	-2
11	<b>EGO</b>	10	2
15	<b>PRE</b>	10	5
8	<b>COM</b>	10	-1
14/24	<b>PD</b>	3	11
18/28	<b>ED</b>	4	14
5	<b>SPD</b>	3.3	17
7	<b>REC</b>	7	0
40	<b>END</b>	40	0
32	<b>STUN</b>	32	0
7"	<b>RUN</b>	6	2
2"	<b>SWIM</b>	2	0
2 1/2"	<b>LEAP</b>	3	0

**STR Roll:** 12-      **Run:** 7"  
**DEX Roll:** 14-      **Swim:** 2"  
**CON Roll:** 13-      **Leap:** 2 1/2"  
**INT Roll:** 11-  
**EGO Roll:** 11-  
**PER Roll:** 11-

Disadvantages	Pts
Dependent NPC: Cadillac Tobias (Little Sister) 11- (Incompetent)	20
Hunted: UNTIL 11- (Mo Pow, NCI, Harshly Punish)	25
Hunted: Omega Brain 11- (Mo Pow, Watching)	10
Physical Limitation: Touch Shorts Out Delicate Electronics (Frequently, Slightly Impairing) [Notes: Does not happen if his Endurance Reserve is empty.]	10
Psychological Limitation: Greedy (Common, Strong)	15
Psychological Limitation: Loves Action! (Very Common, Moderate)	15
Psychological Limitation: Feels Responsible For Sister (Uncommon, Strong)	10
Social Limitation: Wanted Felon (Frequently, Severe, Not Limiting In Some Cultures)	15
Susceptibility: Recharge When Endurance Reserve Is Already Full, 3d6 damage Instant (Uncommon)	15
Unluck: 3d6	15

**XP**  
**0**

**Base Points : 200**  
**Disads Total + 150**  
**Experience Spent + 0**  
**Total Cost = 350**



**Pts. Power/Skill/Perk/Talent      END**

- 15 **Human Capacitor:** Endurance Reserve (150 END, 0 REC) 0
- 35 **Electricity Powers:** Elemental Control, 70-point powers
- 35 1) **Lightning Strike:** Energy Blast 14d6 (70 Active Points) 7
- 32 2) **Static Field:** (Total: 70 Active Cost, 63 Real Cost) Energy Blast 4d6, Damage Shield (+1/2), Continuous (+1) (50 Active Points) (Real Cost: 50) **plus** Force Field (10 PD/10 ED) (20 Active Points); Linked (Energy Blast; -1/2) (Real Cost: 13) 7
- 20 3) **Conductive Conduit Travel:** Teleportation 25", Position Shift, Safe Blind Teleport (+1/4) (69 Active Points); Only Along Conductive Surface Power loses about a third of its effectiveness (-1/2), No Noncombat Movement (-1/4) 7
- 27 **Recharge:** Absorption 4 1/2d6 (energy, Energy Into Endurance Reserve), Can Absorb Maximum Of 77 Points' Worth Of Energy Damage (48 Active Points); Only Restores To Starting Values (-1/2), Only Electrical Attacks Very Common SFX (-1/4) 0
- 40 **Immunity To Electricity:** Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Electrical Attacks Limited Type of Attack (-1/2) 0
- 3 Combat Driving 14-
- 3 Concealment 11-
- 1 Electronics 8-
- 2 KS: Hot Wiring Vehicles 11-
- 1 Lockpicking 8-
- 3 Mechanics 11-
- 3 **Electricity Control:** Power 14-
- 2 PS: Auto Mechanic 11-
- 1 Security Systems 8-
- 3 Streetwise 12-
- 2 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles
- 2 WF: Blades, Handguns

**204 : Powers Cost**  
**26 + Skills Cost**  
**120 + Characteristics Cost**  
**350 = 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: 5      ECV: 4  
Phases: 3, 5, 8, 10, 12  
14/24 PD (0/10 rPD)    18/28 ED (0/10 rED)    MD: 0  
END: 40      STUN: 32      BODY: 15

