

Name: Jinx

Alternate ID:

Val	Char	Base	Cost
10	STR	10	0
20	DEX	10	30
20	CON	10	20
15	BODY	10	10
18	INT	10	8
20	EGO	10	20
20	PRE	10	10
16	COM	10	3
10/18	PD	2	3
10/18	ED	4	1
4	SPD	3.0	10
6	REC	6	0
40	END	40	0
30	STUN	30	0
6"	RUN	6	0
2"	SWIM	2	0
2"	LEAP	2	0

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

Disadvantages

	Pts
Normal Characteristic Maxima	20
Distinctive Features: Blue Skin, White Eyes, Lots White Hair (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	15
Hunted: UNTIL 11- (Mo Pow, NCI, Harshly Punish)	25
Hunted: Omega Brain 14- (Mo Pow, Watching)	15
Hunted: Rian White 14- (As Pow, Watching)	10
Psychological Limitation: Code Versus Killing (Very Common, Strong)	20
Psychological Limitation: Thrillseeker (Common, Strong)	15
Psychological Limitation: Feels Dependent On Omega Brain (Uncommon, Moderate)	5
Reputation: Companion Of Omega Brain, 14-	15
Vulnerability: 1 1/2 x BODY Sonic Attacks (Uncommon)	5
Vulnerability: 1 1/2 x STUN Sonic Attacks (Uncommon)	5

XP
4

Base Points : 200
Disads Total + 150
Experience Spent + 3
Total Cost = 353



Pts. Power/Skill/Perk/Talent END

- 34 **Unluck Probability Manipulation**
Powers: Elemental Control, 68-point powers
- 30 1) **Hex:** (Total: 67 Active Cost, 58 Real Cost) Drain DEX 2d6, Delayed Return Rate (5 Points per Minute; +1/4), Reduced Endurance (1/2 END; +1/4), Ranged (+1/2) (40 Active Points) (Real Cost: 40) **plus** Drain Movement Powers Based On Limb(s) 1d6, Delayed Return Rate (5 Points per Minute; +1/4), Ranged (+1/2), Four Powers Simultaneously (+1) (27 Active Points); Linked (Drain; -1/2) (Real Cost: 18)
- 21 2) **Ghost In The Machine:** (Total: 67 Active Cost, 42 Real Cost) Dispel Focus Powers 11d6, One At A Time (+1/4), Reduced Endurance (1/2 END; +1/4) (49 Active Points); Only on focus powers with activation rolls Power loses about a third of its effectiveness (-1/2) (Real Cost: 33) **plus** Telekinesis (5 STR), Fine Manipulation (18 Active Points); Only Works On Unliving Objects Limited Group of Objects (-1/2), Linked (Dispel; -1/2) (Real Cost: 9)
- 23 3) **Unlucky Presence:** Change Environment 2" radius, -3 DEX Roll and all Skill Rolls based on DEX, Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); No Range (-1/2)
- 25 **Fortunes Change:** Luck 5d6
- 25 **Unlucky Miss:** +5 with DCV
- Padded Costume, all slots OIF (-1/2)
- 16 1) **Armor** (8 PD/8 ED) (24 Active Points); OIF (-1/2)
- 3 2) +5 PD (5 Active Points); OIF (-1/2)
- 3 3) +5 ED (5 Active Points); OIF (-1/2)
- 5 **Tough To Probe:** Mental Defense (14 points total) (10 Active Points); Only To Resist Telepathy Very Limited Type of Attack (-1)
- 10 +1 Overall
- 3 Acting 13-
3 Conversation 13-
10 **Tough To Catch Off Guard:** Defense Maneuver I-IV
1 KS: Latest Fashions 8-
3 KS: Omega Brain 13-
3 Paramedics 13-
3 Persuasion 13-
3 **Unluck Control:** Power 13-
3 PS: Nurse 13-
3 SS: Medicine 13-
3 Seduction 13-
1 **Complex Medical Equipment:** Systems Operation 8-
1 TF: Small Motorized Ground Vehicles

Base OCV: 7 Base DCV: 7

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 Overall, +5 with DCV

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: 20 SPD: 4 ECV: 7
Phases: 3, 6, 9, 12
10/18 PD (0/8 rPD) 10/18 ED (0/8 rED) MD: 14
END: 40 STUN: 30 BODY: 15



3 Anonymity

185 : Powers Cost
53 + Skills Cost
115 + Characteristics Cost
353 = Total Cost