

Name: Gimmick  
Alternate ID: Lila Wasserman

Val	Char	Base	Cost
8	STR	10	-2
20	DEX	10	30
20	CON	10	20
10	BODY	10	0
8	INT	10	-2
11	EGO	10	2
15	PRE	10	5
14	COM	10	2
5/23	PD	2	3
5/23	ED	4	1
4	SPD	3.0	10
6	REC	6	0
40	END	40	0
24	STUN	24	0
7"	RUN	6	2
2"	SWIM	2	0
1 1/2"	LEAP	2	0

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

Disadvantages	Pts
Normal Characteristic Maxima No Age Restriction	20
Hunted: UNTIL 8- (Mo Pow, NCI, Watching)	10
Psychological Limitation: Easily Distracted (Very Common, Moderate)	15
Psychological Limitation: Never Wants To Poor (Common, Strong)	15
Unluck: 2d6	10
Social Limitation: Teenager (Occasionally, Minor)	5

XP      Base Points : 150  
0      Disads Total + 75  
Experience Spent + 0  
Total Cost = 225



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

- 64 **Gadgets!:** Variable Power Pool (Gadget Pool), 50 base + 14 control cost, (75 Active Points); VPP Powers Can Be Changed Only In A Lab (-1/2), Powers Must Be Bought With A Focus Limitation Slightly Limited (-1/4)
- 0 1) **Stunner:** Energy Blast 8d6, STUN Only (+0), 12 Boostable Charges (+0) (40 Active Points); OAF (-1), Beam (-1/4), No Knockback (-1/4) Real Cost: 16 [12 bc]
- 0 2) **Flicker Shield:** Force Field (10 PD/10 ED/5 Power Defense/5 Flash Defense: Radio Group) (30 Active Points); Ablative BODY Only (-1/2), OIF (Force Field Belt) (-1/2), 4 Continuing Charges lasting 1 Turn each (-1/2), Activation Roll 14-, Burnout (-1/4) Real Cost: 11 [4 cc]
- 0 3) **High-Tech Neutralizer:** Suppress 2d6, All Powers Simultaneously (+2), Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), Continuous (+1) (42 Active Points); OIF (Focus (Personal Limpet Mine); -1/2), Arrangement (Attached To Target's Back) (-1/4), 3 Continuing Charges lasting 1 Turn each (-3/4), No Range (-1/2) Real Cost: 14 [3 cc]
- 0 4) **Magna-Goggles:** (Total: 26 Active Cost, 10 Real Cost) Infrared Perception (Sight Group) (5 Active Points); OAF (-1), 1 Continuing Fuel Charge lasting 5 Minutes (-1/2) (Real Cost: 2) **plus** Microscopic with Sight Group (10 Active Points); OAF (-1), 1 Continuing Fuel Charge lasting 5 Minutes (-1/2) (Real Cost: 4) **plus** +5 versus Range Modifier for Sight Group (8 Active Points); OAF (-1), 1 Continuing Fuel Charge lasting 5 Minutes (-1/2) (Real Cost: 3) **plus** Absolute Range Sense (3 Active Points); OAF (-1), 1 Continuing Fuel Charge lasting 5 Minutes (-1/2) (Real Cost: 1) Real Cost: 10
- 0 5) **Radio Headset:** Radio Perception/Transmission (Radio Group), 1 Continuing Fuel Charge lasting 1 Hour (+0) (10 Active Points); OAF (-1), Only Two Channels Power loses about half of its effectiveness (-1) Real Cost: 3 [1 cc]
- 13 **Analyze Device:** Detect Function Of Technological Device 11- (Unusual Group), Discriminatory, Analyze (20 Active Points); Costs Endurance (-1/2) 2
- 5 **Alter Device:** Electronics 15- (11 Active Points); Costs Endurance (-1/2), No Knowledge Gained Power loses about a third of its effectiveness (-1/2) 1
- 5 **Alter Security System:** Security Systems 15- (11 Active Points); Costs Endurance (-1/2), No Knowledge Gained Power loses about a third of its effectiveness (-1/2) 1
- 5 **Alter Weapon:** Weaponsmith (Energy Weapons, Missiles & Rockets) 15- (11 Active Points); Costs Endurance (-1/2), No Knowledge Gained Power loses about a third of its effectiveness (-1/2) 1
- 16 **Padded Suit:** Armor (8 PD/8 ED) (24 Active Points); OIF (-1/2) 0

Base OCV: 7 Base DCV: 7  
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: 20      SPD: 4      ECV: 4  
Phases: 3, 6, 9, 12  
5/23 PD (0/18 rPD)      5/23 ED (0/18 rED)      MD: 0  
END: 40      STUN: 24      BODY: 10



- 3 Bribery 12-
- 1 Computer Programming 8-
- 3 Conversation 12-
- 5 Cramming
- 3 KS: Computer Games 11-
- 3 KS: Pop Culture 11-
- 3 Persuasion 12-
- 3 Seduction 12-
- 3 Trading 12-
- 2 WF: Small Arms
  
- 5 Eidetic Memory
- 3 Lightning Calculator
- 5 Lightning Reflexes: +3 DEX to act first with All Actions
- 4 Speed Reading (x10)

**108 : Powers Cost**  
**46 + Skills Cost**  
**71 + Characteristics Cost**  
**225 = Total Cost**