

Name: Rant

Alternate ID: Blaine Long

| Val | Char | Base | Cost |
|-------|-------------|------|------|
| 10/45 | STR | 10 | 0 |
| 20 | DEX | 10 | 30 |
| 20 | CON | 10 | 20 |
| 10 | BODY | 10 | 0 |
| 8 | INT | 10 | -2 |
| 11 | EGO | 10 | 2 |
| 15 | PRE | 10 | 5 |
| 8 | COM | 10 | -1 |
| 15/22 | PD | 2 | 13 |
| 15/22 | ED | 4 | 11 |
| 5 | SPD | 3.0 | 20 |
| 6 | REC | 6 | 0 |
| 40 | END | 40 | 0 |
| 25 | STUN | 25 | 0 |
| 9" | RUN | 6 | 6 |
| 2" | SWIM | 2 | 0 |
| 2"/9" | LEAP | 2 | 0 |

STR Roll: 11- / 18- **Run:** 9"
DEX Roll: 13- **Swim:** 2"
CON Roll: 13- **Leap:** 2"/9"
INT Roll: 11-
EGO Roll: 11-
PER Roll: 11-

| Disadvantages | Pts |
|--|-----|
| Dependence: Uppers (aka Speed) Weakness: -3 To Characteristic Rolls and related rolls per time increment (Uncommon, 1 Day) | 5 |
| Dependent NPC: Father And Mother 11- (Normal; Group DNPC: x2 DNPCs) | 20 |
| Hunted: UNTIL 8- (Mo Pow, NCI, Watching) | 10 |
| Psychological Limitation: Rebels Against Authority Figures (Common, Moderate) | 10 |
| Psychological Limitation: Showoff (Common, Moderate) | 10 |
| Reputation: Thadeus Long's Child, 11- | 10 |
| Social Limitation: Teenager (Occasionally, Minor) | 5 |
| Vulnerability: 1 1/2 x STUN Attacks Opposing Substance Touched (Fire If Wood, etc.) (Uncommon) | 5 |
| Vulnerability: 1 1/2 x BODY Attacks Opposing Substance Touched (Fire If Wood, etc.) (Uncommon) | 5 |
| Vulnerability: 1 1/2 x Effect Attacks Opposing Substance Touched (Fire If Wood, etc.) (Uncommon) | 5 |
| Vulnerability: 1 1/2 x STUN Poisons And Drugs (Uncommon) | 5 |
| Vulnerability: 1 1/2 x BODY Poisons And Drugs (Uncommon) | 5 |
| Vulnerability: 1 1/2 x Effect Poisons And Drugs (Uncommon) | 5 |

XP

0

Base Points : 150

Disads Total + 100

Experience Spent + 0

Total Cost = 250



Pts. Power/Skill/Perk/Talent END

- 52 **Become Touched Substance:** Density Increase (12,700 kg mass, +35 STR, +7 PD/ED, -7" KB), Costs END Only To Activate (+1/4), Variable Special Effects (Touched Substance) (Limited Group of SFX; +1/4) (52 Active Points) 4
- 34 **Organs Not Present:** Life Support (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (42 Active Points); Linked (Become Touched Substance; -1/2), Lesser Power need not be used proportionally to Power with which it is Linked (+1/4) 0
- 5 **Tough Character:** Damage Resistance (5 PD/5 ED) 0
- 18 **Disintegration Beam:** Killing Attack - Ranged 3d6, Area Of Effect (18" Line; +1) (90 Active Points); Increased Endurance Cost (6x END; -2 1/2), No Range (-1/2), Must Be Fired With Brother Power loses about a third of its effectiveness (-1/2), Gestures (Must Grab Hands With Brother) (-1/4), No Knockback (-1/4) 54

- 5 +1 with HTH Combat
- 3 Breakfall 13-
- 3 Climbing 13-
- 1 High Society 8-
- 2 KS: Drug Scene 11-
- 2 KS: Extreme Sports 11-
- 2 KS: Track And Field Events 11-
- 1 Streetwise 8-
- 3 Survival 11-
- 3 Teamwork 13-
- 3 TF: Skateboarding, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles
- 4 **Father's High-End Lawyers:** Contact (Contact has very useful Skills or resources) 11-
- 5 Money: Well Off

109 : Powers Cost

37 + Skills Cost

104 + Characteristics Cost

250 = Total Cost

Base OCV: 7 Base DCV: 7

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 with HTH Combat

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: 5 ECV: 4
Phases: 3, 5, 8, 10, 12
15/22 PD (5 rPD) 15/22 ED (5 rED) MD: 0
END: 40 STUN: 25 BODY: 10

