

**Name:** Vermin

**Alternate ID:** Jeremy Bagsworthy

Val	Char	Base	Cost
15	STR	10	5
29	DEX	10	57
20	CON	10	20
10	BODY	10	0
13	INT	10	3
11	EGO	10	2
20	PRE	10	10
4	COM	10	-3
17	PD	3	14
17	ED	4	13
6	SPD	3.9	21
7	REC	7	0
40	END	40	0
28	STUN	28	0
11"	RUN	6	10
5"	SWIM	2	3
6"	LEAP	3	3

**STR Roll:** 12-      **Run:** 11"  
**DEX Roll:** 15-      **Swim:** 5"  
**CON Roll:** 13-      **Leap:** 6"  
**INT Roll:** 12-  
**EGO Roll:** 11-  
**PER Roll:** 12-

Disadvantages	Pts
Accidental Change: Returns To Human Form When Knocked Out Always (Uncommon)	20
Distinctive Features: Horrific Rat Man (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	15
Enraged: Cornered Or Caged (Common), go 8-, recover 14-	10
Hunted: Omega Brain 11- (Mo Pow, Watching)	10
Hunted: UNTIL 8- (Mo Pow, NCI, Harshly Punish)	20
Psychological Limitation: Sycophant (Common, Strong)	15
Psychological Limitation: Vindictive (Common, Moderate)	10
Reputation: Back Stabber, 8-	5
Social Limitation: Wanted Felon (Very Frequently, Major, Not Limiting In Some Cultures)	15
Unluck: 2d6	10
Vulnerability: 1 1/2 x BODY Fire (Common)	10
Vulnerability: 1 1/2 x STUN Fire (Common)	10

**XP**  
**0**

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



Pts.	Power/Skill/Perk/Talent	END
60	<b>Claws and Teeth:</b> Killing Attack - Hand-To-Hand 2 1/2d6 (3 1/2d6 w/STR), Reduced Endurance (0 END; +1/2) (60 Active Points)	0
10	<b>Toughened Rat Skin and Fur:</b> Damage Resistance (10 PD/10 ED)	0
3	<b>Rat Ears:</b> Ultrasonic Hearing (Hearing Group)	0
5	<b>Rat Eyes:</b> Nightvision	0
20	<b>Rat Nose:</b> Discriminatory Sense with Smell/Taste Group and Hearing Group	0
10	<b>Rat Nose:</b> Tracking with Smell/Taste Group	0
9	<b>Rat Senses:</b> +3 PER with All Sense Groups	0
7	<b>Return To Human Form:</b> Multiform (85 Character Points in the most expensive form) (17 Active Points); Extra Time (1 Turn (Post-Segment 12), Only to Activate Constant or Persistent Power, -3/4), Costs END (Only To Change; -1/2)	2
3	Acrobatics 15-	
2	Animal Handler (Rats and Mice) 13-	
3	Breakfall 15-	
1	Bribery 8-	
3	Climbing 15-	
3	Concealment 12-	
3	Contortionist 15-	
2	Gambling (Dice Games) 12-	
1	Interrogation 8-	
3	Lockpicking 15-	
3	PS: Locksmith 12-	
3	Persuasion 13-	
5	Rapid Attack (HTH)	
1	Security Systems 8-	
3	Shadowing 12-	
3	Stealth 15-	
3	Streetwise 13-	
2	Survival (Urban) 12-	
1	Trading 8-	
2	WF: Blades, Handguns	
1	<b>Master Locksmith:</b> Reputation (In criminal underground) ; 8-, +1/+1d6	
17	<b>Rat Intuition:</b> Danger Sense (self only, Out of Combat, Function as a Sense, Intuitonal) 12-	

**124 : Powers Cost**  
**68 + Skills Cost**  
**158 + Characteristics Cost**  
**350 = Total Cost**

Base OCV: 10 Base DCV: 10

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: 29      SPD: 6      ECV: 4  
Phases: 2, 4, 6, 8, 10, 12  
17 PD (10 rPD)      17 ED (10 rED)      MD: 0  
END: 40      STUN: 28      BODY: 10

