

Character Name: XO
 Alternate Identities: Jim Jorgenson
 Player Name: GameKnight



CHARACTERISTICS

Val	Char	Base	Points	Total	Roll	Notes
15	STR	10	5	15	12-	HTH Damage 3d6 END [7]
16	DEX	10	12	16	12-	
20	CON	10	10	20	13-	
10	BODY	10	0	10		
25	INT	10	15	25	14-	PER Roll 14-
15	EGO	10	5	15	12-	
15	PRE	10	5	15	12-	PRE Attack: 3d6
5	PD	2	3	5/25		5/25 PD (0/20 rPD)
5	ED	2	3	5/25		5/25 ED (0/20 rED)
3	SPD	2.0	10	6		Phases: 2, 4, 6, 8, 10, 12
4	REC	4	0	4		
20	END	20	0	20		
30	STUN	20	5	30		
12"	Running	12	0	37m		
4"	Swimming	4	0	4m		
4"	Leaping	4	0	4m		

106 Total Characteristics Points



CHARACTER IMAGE

EXPERIENCE POINTS

Total earned:	22
Spent:	22
Unspent:	0
Base Points:	400
Disad Points:	75
Total Points:	422

MOVEMENT

Type	Total
Run (12)	37m [74m NC]
Swim (4)	4m [8m NC]
H. Leap (4m)	4m
V. Leap (2m)	2m

DEFENSES

Type	Amount
Physical Defense	5/25
Res. Phys. Defense	0/20
Energy Defense	5/25
Res. Energy Defense	0/20
Mental Defense	10
Power Defense	5

COMBAT INFORMATION

OCV: 6 **DCV: 6**

Combat Skill Levels: +2 Overall (24 Active Points); IIF (Focus: QMXO Matrix; -1/4) , +4 with a small group of attacks (12 Active Points); IIF (-1/4)

COMBAT MANEUVERS

Maneuver	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	+4 DC attack damage
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
Defensive Strike	1/2	+1	+3	3d6 Strike
Martial Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Defensive Block	1/2	+1	+3	Block, Abort

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	0	-2	-4	-6	-8	-10

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

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SKILLS

Cost	Name
3	Computer Programming 14-
3	Electronics 14-
3	Mechanics 14-
3	Systems Operation 14-
3	<i>Quantum Theory and Mechanics:</i> Scientist
19	<i>Quantum Predictability:</i> +2 Overall (24 Active Points); IIF (Focus: QMXO Matrix; -1/4)
34	Total Skills Cost

POWERS

Cost	Power	END
0	<i>Quantum Reach, 11d6 Blast (0/5):</i> Blast 11d6, Custom Adder Notes: For JSON Export	0
0	<i>QMXO Strike 3d6+11d6 HTH (END 1/5):</i> Hand-To-Hand Attack +14d6 (Custom Adder); Hand-To-Hand Attack (-1/4) Notes: For JSON Export Only	0
0	<i>Disruptor (3d6+8d6 AP Attack) (END 1:5):</i> HTH AP +11d6 (Custom Adder); Hand-To-Hand Attack (-1/4) Notes: For JSON Export Only	0
0	<i>QWave 3d6+8d6 HTH AoE 1mr (END 1:5):</i> Hand-To-Hand Attack +11d6 (Custom Adder); Hand-To-Hand Attack (-1/4) Notes: For JSON Export Only	0
0	<i>Repellor 3d6+6d6 HTH Dbl KB (END 1:4):</i> Hand-To-Hand Attack +9d6 (Custom Adder); Hand-To-Hand Attack (-1/4) Notes: for JSON Export Only	0
0	<i>Snap (3d6+8d6) Invis (END 1:5):</i> Hand-To-Hand Attack +11d6 (Custom Adder); Hand-To-Hand Attack (-1/4) Notes: For JSON Export Only	0
0	<i>Omni 3d6+6d6 HTH AoE 8mr (END 1:4):</i> Hand-To-Hand Attack +9d6 (Custom Adder); Hand-To-Hand Attack (-1/4) Notes: For JSON Export Only	0
0	<i>Quantum Shocker (3d6+6d6 STUN ONLY) FX Desol (END 1:5):</i> Hand-To-Hand Attack +9d6 (Custom Adder); Hand-To-Hand Attack (-1/4) Notes: For JSON Export Only	0
44	<i>Quantum Multiplier Exoskeleton:</i> Multipower, 55-point reserve, (55 Active Points); all slots IIF (-1/4)	
4f	1) <i>Quantum Reach (END 0:5):</i> (Total: 55 Active Cost, 37 Real Cost) Blast 11d6 (55 Active Points); Must make a HTH motion (Punch, kick, etc.) Power loses about a fourth of its effectiveness (-1/4), IIF (-1/4) (Real Cost: 37)	5
4f	2) <i>QMXO Strike (END 1:5):</i> Hand-To-Hand Attack +11d6 (55 Active Points); Hand-To-Hand Attack (-1/4), IIF (-1/4)	5
3f	3) <i>Disruptor (END 1:5):</i> (Total: 54 Active Cost, 33 Real Cost) Hand-To-Hand Attack +8d6, Armor Piercing (+1/4) (50 Active Points); Hand-To-Hand Attack (-1/4), IIF (-1/4) (Real Cost: 33) plus Armor Piercing (+1/4) (4 Active Points); IIF (-1/4) applied to STR (Real Cost: 0)	6
3f	4) <i>Wave (END 1:5):</i> (Total: 54 Active Cost, 33 Real Cost) Hand-To-Hand Attack +8d6, Area Of Effect (1m Radius; +1/4) (50 Active Points); Hand-To-Hand Attack (-1/4), IIF (-1/4) (Real Cost: 33) plus Area Of Effect (1m Radius; +1/4) (4 Active Points); IIF (-1/4) applied to STR (Real Cost: 0)	6
3f	5) <i>Repellor (END 1:4):</i> (Total: 52 Active Cost, 33 Real Cost) Hand-To-Hand Attack +6d6, Dbl KB (+1/2) (45 Active Points); Hand-To-Hand Attack (-1/4), IIF (-1/4) (Real Cost: 30) plus Dbl KB (+1/2) (7 Active Points); IIF (-1/4) applied to STR (Real Cost: 3)	5
3f	6) <i>Snap! (END 1:5):</i> (Total: 54 Active Cost, 33 Real Cost) Hand-To-Hand Attack +8d6, Invisible Power Effects (Inobvious to Sight; +1/4) (50 Active Points); Hand-To-Hand Attack (-1/4), IIF (-1/4) (Real Cost: 33) plus Invisible Power Effects (Inobvious to Sight; +1/4) (4 Active Points); IIF (-1/4) applied to STR (Real Cost: 0)	6
3f	7) <i>Omni Attack (END 1:4):</i> (Total: 52 Active Cost, 33 Real Cost) Hand-To-Hand Attack +6d6, Area Of Effect (8m Radius; +1/2) (45 Active Points); Hand-To-Hand Attack (-1/4), IIF (-1/4) (Real Cost: 30)	5

	30) plus Area Of Effect (8m Radius; +1/2) (7 Active Points); IIF (-1/4) applied to STR (Real Cost: 3)	
3f	8) <i>Quantam Shocker</i> (END 1:5): (Total: 52 Active Cost, 33 Real Cost) Hand-To-Hand Attack +6d6, STUN Only (+0), Affects Desolidified Any form of Desolidification (+1/2) (45 Active Points); Hand-To-Hand Attack (-1/4), IIF (-1/4) (Real Cost: 30) plus STUN Only (+0), Affects Desolidified Any form of Desolidification (+1/2) (7 Active Points); IIF (-1/4) applied to STR (Real Cost: 3)	5
3f	9) <i>String Walking</i> : Desolidification (affected by Gravity) (40 Active Points); IIF (-1/4)	4
4f	10) <i>Removing the Observer</i> : Invisibility to Sight, Hearing and Mental Groups, Radar, Spatial Awareness, Danger Sense, Combat Sense, Detect and Normal Smell (54 Active Points); IIF (-1/4)	5
2f	11) <i>Trained Strength</i> : +40 STR (40 Active Points); Only To Disarm, Escape, Grab, And Throw (-3/4), IIF (-1/4)	4
3f	12) <i>Quantum Healing</i> : Healing BODY 4d6 (40 Active Points); IIF (-1/4)	4
	Quantum Multiplier Exoskeleton Suit, all slots IIF (-1/4)	
30	1) <i>QMXO Energy Bank</i> : Endurance Reserve (120 END, 10 REC) (38 Active Points); IIF (-1/4)	0
20	2) <i>QMXO Running</i> : Running +25m (37m total) (25 Active Points); IIF (-1/4)	2
65	3) <i>QMXO Shielding</i> : Resistant Protection (20 PD/20 ED/10 Mental Defense/4 Flash Defense: Sight Group) (81 Active Points); IIF (-1/4)	0
4	4) <i>Quantum Shielding</i> : Power Defense (5 points) (5 Active Points); IIF (-1/4)	0
4	5) <i>Quantum Shielding</i> : Sight Group Flash Defense (5 points) (5 Active Points); IIF (-1/4)	0
24	6) <i>QMXO Flux</i> : +3 SPD (30 Active Points); IIF (-1/4)	
10	7) <i>QMXO Accuracy with QMXO Powers</i> : +4 with a small group of attacks (12 Active Points); IIF (-1/4)	
26	8) <i>Quantum Network</i> : High Range Radio Perception (Radio Group), Penetrative, Perceive into a related group of dimensions (32 Active Points); IIF (-1/4)	0
3	9) <i>Quantum Change</i> : Cosmetic Transform 1d6, Trigger (Activating the Trigger requires a Zero Phase Action, Trigger resets automatically, immediately after it activates; +3/4) (5 Active Points); Limited Target, Current Clothing ([Limited]; -1/2), IIF (-1/4)	1

268 Total Powers Cost

MARTIAL ARTS MANEUVERS

Cost Maneuver

- 5 Defensive Strike: 1/2 Phase, +1 OCV, +3 DCV, 3d6 Strike
- 4 Martial Dodge: 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort
- 5 Defensive Block: 1/2 Phase, +1 OCV, +3 DCV, Block, Abort

14 Total Martial Arts Cost

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DISADVANTAGES

Cost	Disadvantage
25	Hunted: Evil Org posing as Good Org Frequently (Mo Pow; NCI; Harshly Punish)
20	Dependence: Quantum Wave Tech Weakness: -3 To Characteristic Rolls and related rolls per time increment (Very Common; 1 Minute)
15	Dependent NPC: Tia Madina Infrequently (Normal; Unaware of character's adventuring career/Secret ID) Notes: Tia is Jim's Girlfriend, sort of. She really wants more, he loves her but is scared to make the commitment for various reasons, not the least of which is his connection to the bad guys. He is worried she will be targeted and hurt. She knows he is hiding something, and is a bit nosy.
15	Social Complication: Secret ID Frequently, Major
75	Total Disadvantages Cost

APPEARANCE

Hair Color: Dark Brown

Eye Color: Green/Hazel

Height: 1.84 m

Weight: 100.00 kg

Description:

Since Jim's exoskeleton is basically underwear/workout clothing, he wears a modified PRIMUS suit (the Emblem modified) and a inkblot-like pullover mask to hide his face. He would like to someday get a real costume that he can quantumly switch to and store in his exoskeleton, so he can instant change back and forth as needed.

BACKGROUND

Jim is a brilliant quantum theorist...or is that terrorist? Ugh. He discovered too late that the benevolent PRIMUS group he joined to work on his quantum multiplication project was actually just a rebranded VIPER, and now he's in deep trouble. You see, he stole his project, and destroyed all notes and evidence of his work in their databases and labs. Yeah, maybe that was a mistake, because now they want his quantum head on a pole!

PERSONALITY

Jim's a good guy wanting to do some good in the world...and he's a nerd, so he wants to do good in nerdy ways, usually. He was really hoping to do good with PRIMUS, but since it isn't PRIMUS maybe he can do good on his own? He has a girlfriend, sort of. She wants more, but he is scared of the commitment, mostly because he doesn't want VIPER to get to her so they can get to him.

QUOTE

"When you look at me...I WAVE!"

POWERS/TACTICS

Jim designed a quantum exoskeleton that is actually built into a set of underarmor bodywear. He likes the double-meaning in that. So it is not obvious to anyone else that this is what is giving him his powers.

CAMPAIGN_USE

GMPC and possible future gateway to Socrates being able to roam the real world. Jim has a dependence on the exoskeleton because he wears it all the time, literally, well except for showers he takes. The suit is self cleaning. ;-)
Anyway, if the suit is removed, Jim gets weaker and weaker, and may even fall into a coma after a long while. Who knows. He doesn't know about this dependence yet as he has not been without the suit pretty much ever. Hopefully he will never find out and it will never be taken away. But maybe he will someday have to make the choice between his suit and his girl...or both.