Character Name _	Field Effect
Alternate Identities	Jean Giovannoni
Player Name	David Abzug



CHARACTERISTICS					
Val	Char	Points	Roll		
45	STR	<u>35</u>	18-		
23	DEX	26	14-		
23	CON	13	_14		
18	_ INT	8	<u>13-</u>		
13	_ EGO	3	12-		
_23	_ PRE	13	14-		
_ 7	OCV	20			
_ 7	DCV	20			
1	OMCV	6			
_ 3	_ DMCV	0			
_ 5	_ SPD	30			
_30	_ PD	12			
30	_ ED	12			
16	_ REC	12			
_50	_ END	6			
13	BODY	3	Total Cost		
_64	_ STUN		230		

CURRENT STATUS				
	Maximum	Current		
END	50			
BODY	13			
STUN	64			

VITAL INFORMATION
HTH damage (STR/5)d69d6
Lift <u>12.8tons</u> STR END Cost <u>4</u>
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV7 Base DCV7
Base OMCV1 Base DMCV3
Combat Skill Levels
Presence Attack (PRE/5)d6 4 ½d6

O N				
EXPERIENCE POINTS				
400				
0				
0				
0				

HIT LOCATION CHART						
3d6 Roll	Location	STUN X	N STUN	BODY X	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	х4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/_
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	X½	-6	/
17-18	Feet	х1	X½	X½	-8	/
Average Def						
DCV N	/lodifier _		Tota	l Weig	jht .	
Armo	r Notes					

ATTACKS & MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Block	1/2	+0	+0	Block, abort	
Brace	0	+2	1/2	+2 OCV vs R. Mod.	
Disarm	1/2	-2	+0	Disarm, STR v. STR	
Dodge	1/2	_	+3	Abort, vs. all attacks	
Grab	1/2	-1	-2	Grab 2 limbs	
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR	
Haymaker	1/2*	+0	-5	+4 DCs to attack	
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3	
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full	
Multiple Attack	1	var	1/2	Attack multiple times	
Set	1	+1	+0	Ranged attacks only	
Shove	1/2	-1	-1	Push 1m per 5 STR	
Strike	1/2	+0	+0	STR or weapon	
Throw	1/2	+0	+0	Throw w/ STR dmg	
Trip	1/2	-1	-2	Knock target Prone	

DEFENSES			
Туре	Amount/Effect		
Normal PD	30		
Resistant PD	16		
Normal ED	30		
Resistant ED	16		
Mental Defense	5		
Power Defense	11		
Flash Defense	5 (Sight Group)		

SENSES
Perception Roll (9+INT/5)13
Enhanced and Unusual Senses
Infrared Perception (Sight Group) (
Ultraviolet Perception (Sight Group)
Ultrasonic Perception (Hearing Grou

СОМВАТ МО	DIF	IERS
Range (m) 0-8 9-16 17-32 3 OCV mod -0 -2 -4	33-64 (-6	65-125 126-250 -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
* Treat a 19 as the F	eet loc	ation

MOVEMENT			
Туре	Combat	Noncombat	
Run (12m)	33m	66m	
Swim (4m)	4m	8m	
H. Leap (4m)	4m	8m	
V. Leap (2m)	2m	4m	
	_		
	_		
Movement SFX			

CHARACTER INFORMATION

Character Name Field Effect Height <u>1.86 m</u> Weight <u>92.00 kg</u> Hair color Brown Eye color _ Blue



CAMPAIGN INFORMATION	
Campaign Name	
Genre	
Gamemaster	

ost		T
บรเ	Name	Ro
3	Acting	14
3	Bribery	14
3	Bureaucratics	14
3	Charm	14
3	Conversation	14
3	Deduction	13-
3	Gambling	13-
3	High Society	14
3	Interrogation	14
3	Oratory	14
3	Persuasion	14
3	Trading	14
3	PS: Negotiator	14
3	KS: Contract Law	13
3	Linguist	
1	1) Arabic (fluent conversation)	
1	2) Hindi (fluent conversation)	
1	3) Japanese (fluent conversation)	
2	4) Mandarin Chinese (completely fluent)	
1	5) Russian (fluent conversation)	
2	6) Spanish (completely fluent)	
3	Positive Reputation (Hero/Reality TV Star) large group) +1/+1d6	(<u>A</u>
		_
		_
		_
_		_

eld Manipulation I	Multipower, 40-point reserve, Max 20 pts per slot (-¼); all slots OlHI (-¼), Gest (-¼) 1) Running +20m (33m total); OlHI (-¼), Gest (-¼) 2) Clinging (65 STR); OlHI (-¼), Gest (-¼) 3) Stretching 20m; OlHI (-¼), Gest (-¼) 4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); OlHI (-¼), Gest (-¼) 5) Absorption 10 BODY (Energy, ½ Stun, ½ Endurance), (return rate 5/minute; +1); OlHI (-¼), Gest (-¼) 6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OlHI (-¼), Gest (-¼) 7) Invisibility to Sight Group (20 APs); OlHI (-¼), Gest (-¼) 8) +20 STR; OlHI (-¼), Gest (-¼)	2 2
eld Manipulation II	2) Clinging (65 STR); OlHI (-¼), Gest (-¼) 3) Stretching 20m; OlHI (-¼), Gest (-¼) 4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); OlHI (-¼), Gest (-¼) 5) Absorption 10 BODY (Energy, ½ Stun, ½ Endurance), (return rate 5/minute; +1); OlHI (-¼), Gest (-¼) 6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OlHI (-¼), Gest (-¼) 7) Invisibility to Sight Group (20 APs); OlHI (-¼), Gest (-¼)	2
eld Manipulation II	3) Stretching 20m; OlHI (-4), Gest (-4) 4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); OlHI (-4), Gest (-4) 5) Absorption 10 BODY (Energy, ½ Stun, ½ Endurance), (return rate 5/minute; +1); OlHI (-4), Gest (-4) 6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OlHI (-4), Gest (-4) 7) Invisibility to Sight Group (20 APs); OlHI (-4), Gest (-4)	
eld Manipulation II	4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); OIHI (-¼), Gest (-¼) 5) Absorption 10 BODY (Energy, ½ Stun, ½ Endurance), (return rate 5/minute; +1); OIHI (-¼), Gest (-¼) 6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OIHI (-¼), Gest (-¼) 7) Invisibility to Sight Group (20 APs); OIHI (-¼), Gest (-¼)	
eld Manipulation II	in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing); OlHI (-¼), Gest (-¼) 5) Absorption 10 BODY (Energy, ½ Stun, ½ Endurance), (return rate 5/minute; +1); OlHI (-¼), Gest (-¼) 6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OlHI (-¼), Gest (-¼) 7) Invisibility to Sight Group (20 APs); OlHI (-¼), Gest (-¼)	2
eld Manipulation II	(-¼) 5) Absorption 10 BODY (Energy, ½ Stun, ½ Endurance), (return rate 5/minute; +1); OlHI (-¼), Gest (-¼) 6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OlHI (-¼), Gest (-¼) 7) Invisibility to Sight Group (20 APs); OlHI (-¼), Gest (-¼)	2
eld Manipulation II	5) Absorption 10 BODY (Energy, ½ Stun, ½ Endurance), (return rate 5/minute; +1); OlHI (-¼), Gest (-¼) 6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OlHI (-¼), Gest (-¼) 7) Invisibility to Sight Group (20 APs); OlHI (-¼), Gest (-¼)	2
eld Manipulation II	(-¼), Gest (-¼) 6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OIHI (-¼), Gest (-¼) 7) Invisibility to Sight Group (20 APs); OIHI (-¼), Gest (-¼)	2
eld Manipulation II	6) Absorption 10 BODY (physical, ½ OCV, ½ DCV), (return rate 5 per Minute; +1); OIHI (-4), Gest (-4) 7) Invisibility to Sight Group (20 APs); OIHI (-4), Gest (-4)	
eld Manipulation II	Gest (-14) 7) Invisibility to Sight Group (20 APs); OIHI (-14), Gest (-14)	2
eld Manipulation II	7) Invisibility to Sight Group (20 APs); OIHI (-14), Gest (-14)	2
eld Manipulation II		2
eld Manipulation II	8) +20 STR; OIHI (-4), Gest (-4)	
eld Manipulation II		2
	: Variable Advantage on 45 pts Strength (+½ Advantages; +1) for up to 45 APs; OIHI (-½), Gestures (-½)	4
ne Field	Res Prot (16 PD/16 ED); OIHI (-14), Unified (-14)	
ne Field	Power Def (11 points); OIHI (-14), Unified (-14)	
ne Field	Mental Def (5 points total); OIHI (-4), Unified (-4)	
ne Field	Sight Group Flash Defense (5 points); OIHI (-¼), Unified (-¼)	
ne Field	Infrared Perception (Sight Group) (5 APs); OIHI (-4), Unified (-4)	
ne Field	Ultraviolet Perception (Sight Group) (5 APs); OIHI (-4), Unified (-4)	
ne Field	Ultrasonic Perception (Hearing Group) (3 APs); OIHI (-14), Unified (-14)	
	-	
16	e Field e Field	e Field Infrared Perception (Sight Group) (5 APs); OIHI (-¼), Unified (-¼) e Field Ultraviolet Perception (Sight Group) (5 APs); OIHI (-¼), Unified (-¼)

MATCHING COMPLICATIONS (

Cost Complication

5

- Distinctive Features: Fine network of scars all over body: (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- Hunted: Dr Destroyer's minions: Infrequently (As Pow; Harshly Punish)
 Psychological Complication: Hears constant stage direction in her head, and occasionally follows it.: (Uncommon; Moderate)
- 15 Physical Complication: Occasionally Teleported to more "Interesting" places: (Infrequently; Greatly Impairing)
- Physical Complication: Her director can take over the field when needed for dramatic purposes: (Infrequently; Slightly 10 Impairing)
- Susceptibility: When Teleported: 3d6 damage Instant (Uncommon) Social Complication: Public ID: Infrequently, Major 15
- 10

75 Total Complications Points