

Cypher

Character Name

Alternate Identities:

Player Name: Shaughn

**CHARACTERISTICS**

Val	Char	Points	Roll	Notes
30	STR	0	15-	HTH Damage 6d6 END [3]
23	DEX	0	14-	
23	CON	0	14-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
15	PRE	0	12-	PRE Attack: 3d6
8	OCV	0		
8	DCV	0		
5	OMCV	6		
5	DMCV	6		
6	SPD	0		Phases: 2, 4, 6, 8, 10, 12
5/15	PD	3		5/15 PD (o/10 rPD)
5/15	ED	3		5/15 ED (o/10 rED)
10	REC	0		
60	END	0		
10	BODY	0		
37	STUN	0		

31 Total Characteristics Points**CHARACTER IMAGE****EXPERIENCE POINTS**

Total Points:	400
Total XP Earned:	0
XP Spent:	0
XP Unspent:	0
Base Points:	400
Complication Points:	75

MOVEMENT

Type	Total
Run	12m[24m NC]
Swim	4m[8m NC]
H. Leap	4m
V. Leap	2m
Teleport	60m[120m NC]

DEFENSES

Type	Amount
Physical Defense	5/15
Res. Phys. Defense	0/10
Energy Defense	5/15
Res. Energy Defense	0/10
Mental Defense	15
Power Defense	10

COMBAT INFORMATION**OCV: 8****DCV: 8**

Combat Skill Levels:

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/10; you take 1/3
Move Through	1/2	-v/10	-3	STR+v/6; you take 1/2 or all
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	Ranged Attacks only

COMBAT MODIFIERS

Range (M)	0-8	9-16	17-32	33-64	65-128	126-250
RMOD	0	-2	-4	-6	-8	-10

HIT LOCATION

Roll	Location	STUNx	NSTUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x1/2	x1/2	-6
7-8	Arms	x2	x1/2	x1/2	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1.5	x1	-7
13	Vitals	x4	x1.5	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x1/2	x1/2	-6
17-18	Feet	x1	x1/2	x1/2	-8

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 (19=Foot)
Leg shot (Vitals to Feet)	-4	1d6+12

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Image

SKILLS**Cost Name**

- 3 Bugging 13-
- 3 Computer Programming 13-
- 3 Concealment 13-
- 3 Cryptography 13-
- 3 Electronics 13-
- 3 Forgery 13-
- 3 Inventor 13-
- 3 Mechanics 13-
- 3 Security Systems 13-
- 3 Systems Operation 13-
- 4 Computer programmer: PS 14-

34 Total Skills Cost**POWERS****Cost Power****END**

- 50 *CyberKinesis*: Multipower, 50-point reserve
- 5f 1) *CyberControl*: Mind Control 8d6 (Machine class of minds), Telepathic (+1/4) (50 Active Points) 5
- 1f 2) *CyberIllusions*: Sight and Radio Groups Images, Area Of Effect (16m Radius; +3/4) (26 Active Points); Limited Power Power loses about half of its effectiveness (Only versus Machines; -1) 3
- 3f 3) *Distant Erase/Alter Records*: Severe Transform 2d6 (Add, alter or remove computer Psych Complications, programs or records, Heal back by same power, reprogramming/re-enter data), Alternate Combat Value (uses OMCV against DCV; +o), Attack Versus Alternate Defense (Mental Defense; +o), Partial Transform (+1/2) (45 Active Points); Limited Target ([Limited]; Computer software & files; -1/2) 4
- 4f 4) *CyberPathy*: Telepathy 8d6 (Machine class of minds) (40 Active Points) 4
- 17 *CameraVision*: Clairsentience (Sight And Hearing Groups) (30 Active Points); Only Through Cameras and Listening devices (-1/2), Attack Roll Required (-1/4) 3
- 40 *Collection of Gadgets*: Multipower, 60-point reserve, (60 Active Points); all slots OIF (-1/2)
- 3f 1) *Enervator Ray*: Drain BODY 4d6, Characteristics (Any 1 characteristic at a time; +1/2) (60 Active Points); OAF (-1), 16 Charges (-o) [16]
- 2f 2) *Laser Pistol*: Killing Attack - Ranged 2d6, Armor Piercing (+1/4), +1 Increased STUN Multiplier (+1/4) (45 Active Points); OAF (-1), 16 Charges (-o) [16]
- 3f 3) *Flare Generator*: Sight Group Flash 12d6 (60 Active Points); OAF (-1), 16 Charges (-o) [16]
- 3f 4) *Li'L Robot Army*: Summon 150-point Robots (30 Active Points); OIF (-1/2) 3
- Notes:** (x4 number of items)
- 46 *Force Field Belt*: Resistant Protection (10 PD/10 ED/15 Mental Defense/10 Power Defense) (69 Active Points); OIF (-1/2) 0
- 40 *TP Matrix*: Teleportation 60m (60 Active Points); OIF (-1/2) 6
- Physical Enhancements, all slots IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4)
- 13 1) +20 STR (20 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4) 2
- 17 2) +13 DEX (26 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4)
- 9 3) +13 CON (13 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4)
- 3 4) +5 PRE (5 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4)
- 27 5) +4 SPD (40 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4)
- 6 6) +18 STUN (9 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4)
- 5 7) +40 END (8 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4)

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| 4 | 8) +6 REC (6 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4) |
| 17 | 9) +5 OCV (25 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4) |
| 17 | 10) +5 DCV (25 Active Points); IIF (Nanotech Constructed Armor Suit; -1/4), Unified Power (-1/4) |

335 Total Powers Cost**Character Name:** Cypher

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COMPLICATIONS

Cost	Complication
15	Social Complication: Secret Identity Very Frequently, Minor
10	Psychological Complication: Cannot turn a Blind Eye to Suffering (Uncommon; Strong)
20	Psychological Complication: Code Vs Killing (Common; Total)
30	Hunted: Very Frequently (Mo Pow; NCI; Harshly Punish)
75	Total Disadvantages Cost

APPEARANCE**Hair Color:** Brown**Eye Color:** Brown**Height:** 2.00 m : 6' 7"**Weight:** 100.00 kg : 220 lbs**Description:****BACKGROUND****PERSONALITY****QUOTE****POWERS/TACTICS****CAMPAIGN_USE**Character created with [Hero Designer](#) (version 20200217) Character exported on Wed, 10 Jun 2020 19:37:58