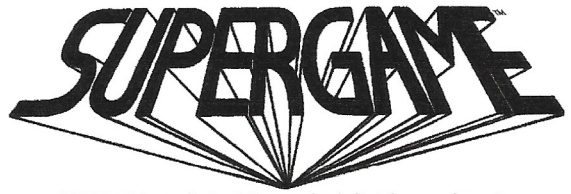


Character Name Intruder  
 Total Construction Points 287 (villain)  
 Unused Reward Points \_\_\_\_\_  
 Player's Name Ron  
 Date Created Mar 10 2020



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**DEXTERITY** 10  
 Martial Arts Level \_\_\_\_\_ Cost: \_\_\_\_\_  
 Hand Weapons DEX Add on Attack \_\_\_\_\_ Def \_\_\_\_\_  
 Marksmanship Level \_\_\_\_\_ Cost: \_\_\_\_\_

Number of Physical Actions/Turn 1  
 Number of Martial Arts Actions/Turn \_\_\_\_\_  
 Total Martial DEX on Attack \_\_\_\_\_ Defense \_\_\_\_\_  
 Shooting DEX: W.1 \_\_\_\_\_ W.2 \_\_\_\_\_ W.3 \_\_\_\_\_

**STRENGTH** 10  
 Strength Derived Hand Damage \_\_\_\_\_  
 Hand Weapon Damage Add \_\_\_\_\_  
 Martial Arts Damage Add \_\_\_\_\_%

Long Jump Training \_\_\_\_\_ High Jump \_\_\_\_\_  
 Jump of \_\_\_\_\_ feet or spaces  
 Jump × 1/2 = \_\_\_\_\_ feet or spaces up  
 Running Jump of \_\_\_\_\_ spaces

**INTELLIGENCE** 40 +20  
 Number of Mental Actions/Turn 2/3  
 Mental Combat Training Level 2 Cost: 30  
*Psychic*

Aptitude Specialty(s) \_\_\_\_\_  
 INT Roll on Chart 1. 50 % 2. 30 % 3. 2 %  
 Number of Mental Combat Actions/Turn 3

**PSYCHIC POWER** 40 Total Mental Combat Attack 58

BASE Ground Movement 65

**EGO** 35 Total Mental Combat Defense 65

SPECIAL Movement \_\_\_\_\_

**CHARISMA** 35 Charisma Defense Cooperative 35

AIR SPEED:

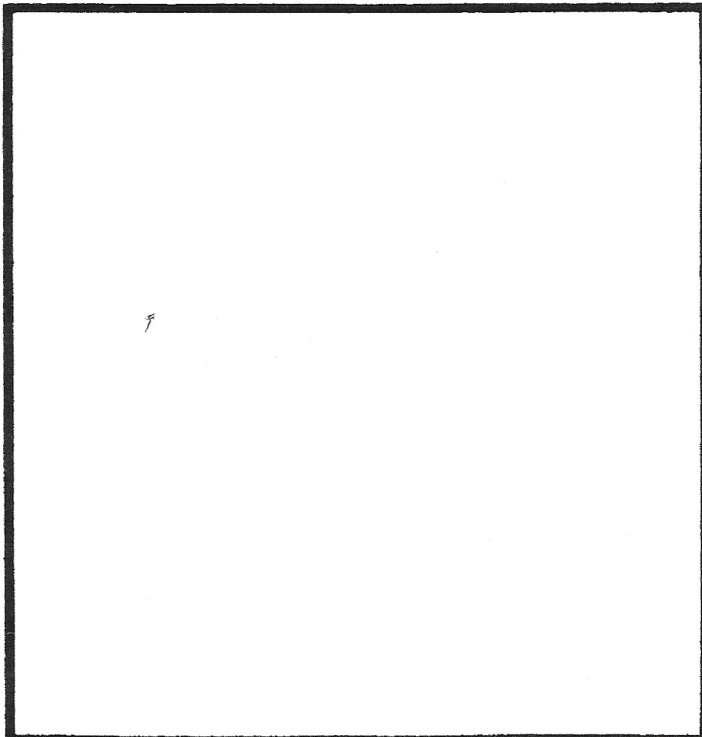
**AGONY** 10 Charisma Defense Uncooperative 40

Maneuver: \_\_\_\_\_

**PHYSICAL** 5 Total Damage to Kill Character \_\_\_\_\_

Swoop/Dive: \_\_\_\_\_

Cruise: \_\_\_\_\_



ARMOR	Bodily	Field	Shield	Cost:
Class I	_____	N/A	N/A	_____
Class II	_____	_____	_____	_____
Class III	_____	_____	_____	_____
Class IV	_____	_____	_____	_____
Sonic	_____	_____	_____	_____
Impact	_____	N/A	N/A	_____

(From Invulnerability)

List Items/Trainings/Special Abilities

_____	_____
Illusion "not here"	15
Hypnosis 2 targets	30
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____