


Portrait 	Identity	Player Information	500 Points
	Name: Lee Fultz Title: T-Force Religion:	Player: Anders Campaign: Created On: 07-01-2011	Attributes: 115 Advantages: 512 Disadvantages: -150 Quirks: -5 Skills: 28 Spells: 0 Race: 0 Earned: 0
Description			
Race: Human	Height: 5' 8"	Hair: Blonde, Straight, Short	
Gender: Male	Weight: 150 lb	Eyes: Blue	
Age: 22	Size: + 0	Skin: Pale	
Birthday: september 15	TL: 8	Hand: Right	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																																												
Strength (ST): 10 Dexterity (DX): 10 Intelligence (IQ): 13 Health (HT): 14 Will: 16 Fright Check: 18 Basic Speed: 6 Basic Move: 6 Perception: 13 Vision: 13 Hearing: 13 Taste & Smell: 13 Touch: 13 thr: 1d-2 sw: 1d	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td>20 lb</td> <td>6</td> <td>11</td> </tr> <tr> <td>Light (1)</td> <td>40 lb</td> <td>4</td> <td>10</td> </tr> <tr> <td>Medium (2)</td> <td>60 lb</td> <td>3</td> <td>9</td> </tr> <tr> <td>Heavy (3)</td> <td>120 lb</td> <td>2</td> <td>8</td> </tr> <tr> <td>X-Heavy (4)</td> <td>200 lb</td> <td>1</td> <td>7</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting & Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td>20 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>40 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>160 lb</td> </tr> <tr> <td>Shove & Knock Over:</td> <td>240 lb</td> </tr> <tr> <td>Running Shove & Knock Over:</td> <td>480 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>300 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>1 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	20 lb	6	11	Light (1)	40 lb	4	10	Medium (2)	60 lb	3	9	Heavy (3)	120 lb	2	8	X-Heavy (4)	200 lb	1	7	Lifting & Moving Things		Basic Lift:	20 lb	One-Handed Lift:	40 lb	Two-Handed Lift:	160 lb	Shove & Knock Over:	240 lb	Running Shove & Knock Over:	480 lb	Carry On Back:	300 lb	Shift Slightly:	1 lb	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>2</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>0</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>0</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>0</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>0</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>0</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>0</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>0</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>0</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	R. Leg	-2	0	8	R. Arm	-2	0	9-10	Torso	0	0	11	Groin	-3	0	12	L. Arm	-2	0	13-14	L. Leg	-2	0	15	Hand	-4	0	16	Foot	-4	0	17-18	Neck	-5	0	-	Vitals	-3	0	<table border="1"> <tbody> <tr> <td>Current FP:</td> <td></td> </tr> <tr> <td>Basic FP:</td> <td>14</td> </tr> <tr> <td>Tired:</td> <td>4</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Unconscious:</td> <td>-14</td> </tr> <tr> <td>Current HP:</td> <td></td> </tr> <tr> <td>Basic HP:</td> <td>10</td> </tr> <tr> <td>Reeling:</td> <td>3</td> </tr> <tr> <td>Collapse:</td> <td>0</td> </tr> <tr> <td>Check #1:</td> <td>-10</td> </tr> <tr> <td>Check #2:</td> <td>-20</td> </tr> <tr> <td>Check #3:</td> <td>-30</td> </tr> <tr> <td>Check #4:</td> <td>-40</td> </tr> <tr> <td>Dead:</td> <td>-50</td> </tr> </tbody> </table>	Current FP:		Basic FP:	14	Tired:	4	Collapse:	0	Unconscious:	-14	Current HP:		Basic HP:	10	Reeling:	3	Collapse:	0	Check #1:	-10	Check #2:	-20	Check #3:	-30	Check #4:	-40	Dead:	-50
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Kinetic Energy Talent 4	20	P129	Aerobatics	16	IQ+3	2	B174
Kinetic Energy	432	P129	Innate Attack	19	IQ+6	4	B201
Power Modifier (Elemental), -10%; Power Modifier (Super), -10%. Power Block: 14 Power Parry: 13			Gaze				
Psychokinesis	362		, (Innate Attack)	19	+ 0	3	Sup38
Based on IQ, +20%; Basic Lift: 405 / 2000 lb., +0%.			Tight Beam				
Telekinesis 10	220	B92	Flight	16	IQ+3	1	B195
Super-Effort (All-out), +300%; Increased Range, +20%; Area Effect, +50%; Can't Affect Self, -20%; Can't Punch, -10%.			Dropping	16	IQ+3	1	B189
Telekinesis 45	203	B92	Throwing	16	IQ+3	1	B226
Increased Range, +20%; Can't Punch, -10%; Can't Affect Self, -20%.			Wrestling	18	IQ+5	4	B228
Force Field (IA: Crush) 14	200	B61	Filch	16	IQ+3	1	B195
No Knockback, -10%; No Wounding, -50%; Reduced Range, -10%; Persistent, +40%; Wall (Rigid), +60%; Area Effect 3 (can make a 2x2x2 yard cube.), +150%; No Signature, +20%; Requires Concentration, -15%.			Expert Skill	12	IQ-1	2	B193
Force Bonds 19/80	160		Psionics				
Engulphing, +60%; Unbreakable, +40%; Guided, +50%; No Signature, +20%; Requires Concentrate, -15%; Inaccurate 3, -15%; Reduced Range, -10%.			Mathematics	11	IQ-2	1	B207
Binding 9	114	B40	Applied				
Super-Binding, +400%.			Physics	13	IQ+0	4	B213
Binding 10	46	B40	Paraphysics				
Psykokinetic Quake (IA: Crush) 7	111	B61	Weird Science	12	IQ-1	4	B228
Explosion 2, +100%; dkb, +20%; No Sig, +20%; Less Range, -10%; No ½D, +15%; Guided, +50%; Selective, +10%; Variable, +5%; Inaccurate, -15%; Selective Area, +20%.							

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Scanning Sense (Extra-Sensory Awareness) Penetrating, +50%; Increased Range, +12%; -, -20%.	29	B81					
Flight 12 Based on IQ, +20%.	40	B56					
Enhanced Move (Air: 36) ½ + 1 All-Out, -20%.	18	B52					
Enhanced Dodge 1	12	B51					
Compartmentalized Mind 1 No Mental Separation, -20%; Limited (Telekinesis), -30%.	25	B43					
Combat Reflexes	15	B43					
Luck Usable once per hour of play, +15; Defensive, -20%.	12	B66					
Enhanced Power Defense (Force Field)	5						
Power Grappling	1	MA51					
Umbrella	1	PP56					
Unusual Training (Tight Beam)	1	MA52					
Attentive	-1	B163					
Dual Identity	-1	Sup33					
Expression ("Science tells us...")	-1	B164					
Personality Change (Gleeful in combat)	-1	B164					
Proud	-1	B164					
Arachnophobia (CR:12)	-5	B150					
Bad Grip 1	-5	B123					
Bad Temper (CR:15)	-5	B124					
Compulsive Rhetoric (CR:12)	-5	Sup32					
Curious (CR:12)	-5	B129					
Guilt Complex	-5	B137					
Intolerance (mental weakness and flaws)	-5	B140					
Klutz	-5	B141					
Oblivious	-5	B146					
Obsession	-5	B146					
Odious Personal Habit (Haughty Nerdy Scientist)	-5	B22					
Selfless (CR:12)	-5	B153					
Stubbornness	-5	B157					
Truthfulness (CR:12)	-5	B159					
Workaholic	-5	B162					
Bad Sight (Farsighted) Mitigator (Glasses), -60%.	-10	B123					
Delusion (Thinks he is in control of himself)	-10	B130					
Honesty (CR:12)	-10	B138					
Jealousy	-10	B140					
Pacifism: Cannot Harm Innocents	-10	B148					
Sense of Duty (Law-abiding citizens)	-10	B153					
Code of Honor (Comics Code)	-15	Sup31					

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Binding	Binding	19	0	ST 19 / 80	50	1			1	
Force Field (IA: Crush)	Wall	19		42DR, 7HP	5/50	1			1	
Psykokinetic Quake (IA: Crush)		19		7d cr ex* dkb	50	1			1	

Notes