

## Dynamo

Val	Char	Base	Cost	Combat Stats	
13	<b>STR</b>	10	3	<b>OCV:</b> 6	<b>Run:</b> 6"
17	<b>DEX</b>	10	21	<b>DCV:</b> 6	<b>Swim:</b> 2"
15	<b>CON</b>	10	10	<b>ECV:</b> 5	<b>Jump:</b> 2.5"
10	<b>BODY</b>	10	0	<b>Phases:</b> 3, 5, 8, 10, 12	
18	<b>INT</b>	10	8		
15	<b>EGO</b>	10	10	<b>Rolls</b>	
10	<b>PRE</b>	10	0	<b>DEX Roll:</b> 12-	<b>EGO Roll:</b> 12-
12	<b>COM</b>	10	1	<b>INT Roll:</b> 13-	<b>PER Roll:</b> 13-
5	<b>PD</b>	3	2		
5	<b>ED</b>	3	2		
5	<b>SPD</b>	2.7	23	<b>Costs</b>	
6	<b>REC</b>	0	0	<b>Char:</b> 75	<b>Base:</b> 150
20	<b>END</b>	30	-5	<b>Powers:</b> 225	<b>Disad:</b> 150
25	<b>STUN</b>	25	0	<b>Totals:</b> 300	<b>Totals:</b> 300

150 +

## Disadvantages

20	Hunted by DeathGrip (More Powerful, NCI, Harsh, 8-)
10	Hunted by EUREKA (As Powerful, NCI, Limited Area, Harsh, 8-)
5	Watched by EAGLES (As Powerful, NCI, Limited Area, 8-)
15	Secret Identity: Alan Kepperman
20	Psych Lim: Code Against Killing (Common, Total)
10	Psych Lim: Cocky about computer abilities (Common, Moderate)
10	Psych Lim: Worries about misusing abilities (Common, Moderate)
10	Psych Lim: Wisecracker (Common, Moderate)
5	Psych Lim: Doesn't talk much about private life (Uncommon, Mod.)
10	Phys Lim: Takes ½ STUN done to machine while in contact (Even if machine cannot take STUN) (Infrequent, Greatly)
5	1½ x BODY from Magnetic attacks
5	1½ x STUN from Magnetic attacks
25	Experience

## Personal Data

<b>Hair:</b> Sandy Brown	<b>Eyes:</b> Brown
<b>Height:</b> 5'10"	<b>Weight:</b> 145 lbs
<b>Birth Date:</b> October 28, 1975	<b>Place of Birth:</b> Fresno, CA

Pts

Powers

END

* 24	Detect Electronics/Electricity (Discriminatory, Sense, Target, Range)	0
* 8	Detect Computer Data (Discriminatory, Range)	0
12	+8 Telescopic Detects	0
10	High Range Radio Hearing	
3	Immune to Electrical Fields	
13	Force Field (10 PD, 10 ED) (Activates 14-)	2
6	Armour (4 PD, 4 ED) (OIF – Costume) (Activates 14-)	0
15	END Reserve – 100 END, 11 REC (Recovers 1 END per day unless touching an electrical supply)	
90	Multipower – 90 Point Reserve	
\$† 7	1u. <b>Control Electronics:</b> 3d6 Transform Machine (New settings, etc.) (Indirect) (Cumulative while in contact) (ECV vs. DCV) (Must detect machine)	9
\$† 3	2u. <b>Intercept Radio/Television Signals:</b> Clairsentience (Normal Sight and Hearing, Radio) (Signals must be traveling through wires)	7
† 4	3u. <b>Create Radio/Television Signals:</b> Images (Normal Sight, Normal Hearing, Radio) (-6 to PER Roll) (Indirect) (ECV vs. DCV) (Requires an appropriate receiver to receive signals)	9
4	4u. <b>Riding the Current:</b> 10" Teleport (x 2000 Non-Combat = 24.85 miles) (2 Floating Locations) (Only through electrical paths)	2
7	5u. 14d6 Energy Blast	7
5	Computer Programming (14-)	
3	Electronics (11-)	
3	Security Systems (11-)	
2	PS: Electrical Engineering (11-)	
1	KS: Computer Industry (8-)	
2	KS: Computer Languages (11-)	
3	Language: Electronic Data Protocols (3)	
	* Subtract ½ target's Power Defense from Roll	
	\$ Invisible to Sight (Detectable by Mental and Radio)	
	† No Range Modifier	