

Gramat

Pom-Marr



Char Cost: -19
Skills Cost: 0
Powers Cost: 144

Base Pts.: 50
Disads: 75
Exp. Spent: 0

Total Cost: 125

Experience Total: 0

Player: Torben Vang

Campaign: Newton's First Law

Val	Characteristic	Base	Cost	Total	Pts.	Disadvantages
5	Strength	10	-5	5	10	Accidental Explosion: If excited 11- (Uncommon)
5	Dexterity	10	-15	5	10	Dependence: Aie Weakness: -3 To Characteristic Rolls and related rolls per time increment (Very Common; 20 Minutes)
10	Constitution	10	0	10	15	Physical Limitation: Short (All the Time; Slightly Impairing)
14	Body	10	8	14	20	Vulnerability: 2 x STUN Energy (Common)
5	Intelligence	10	-5	5	20	Psychological Limitation: Obedient (Common; Total)
5	Ego	10	-10	5	0	Normal Characteristic Maxima
5	Presence	10	-5	5		
10	Comeliness	10	0	10		
7	Physical Defense	1	6	7		
4	Energy Defense	2	2	4		
2	Speed	1.5	5	2		
3	Recovery	3	0	3		
20	Endurance	20	0	20		
22	Stun	22	0	22		
6	Running	6	0	6"		
2	Swimming	2	0	2"		
1	Leaping	1	0	1"		

Pts. Skill/Perk/Talent

Pts. Powers and Martial Arts

- 27 Shrinking (0.4953 m tall, 0.2476 m wide, 1.5592 kg mass, -4 PER Rolls to perceive character, +4 DCV, +6" KB), Reduced Endurance 0 END (+1/2), Persistent (+1/2) (40 Active Points); Always On (-1/2)
- 8 Aid: Energy 4d6 (40 Active Points); No Conscious Control (-2), 1 Charges (-2), Linked to Extra-Dimensional Movement (-1/4)
- 45 Life Support , Eating: Character does not eat, Immunity: All terrestrial diseases and biowarfare agents, Immunity: All terrestrial poisons and chemical warfare agents, Safe in High Pressure, Safe in High Radiation, Safe in Intense Cold, Safe in Intense Heat, Safe in Low Pressure/Vacuum, Self-Contained Breathing, Sleeping: Character does not sleep
- 27 Shapeshift (Sight Group; Additional Sense Group: Touch Group, Cellular, Variety of Shapes: Limited Group of Shapes), Costs END Only To Change Shape (+1/4) (41 Active Points); Extra Time Full Phase (-1/2)
- 24 **Mimic animal:** Variable Power Pool (Mimicry Pool), 20 base + 4 control cost (30 Active Points); Character Has No Choice Regarding When Or How Powers Change (-1), Linked to Shapeshift (-1/2), Limited Class Of Powers Available Slightly Limited (-1/4)
- 3 Energy Blast 2d6 (vs. PD), Explosion (+1/2), Nonselective Target (-1/4), Personal Immunity (+1/4) (15 Active Points); 1 Charges (-2), No Range (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (-1/2), Linked to Extra-Dimensional Movement (-1/2), Beam (-1/4)
- 10 Extra-Dimensional Movement (Single Dimension), Reduced Endurance 0 END (+1/2) (30 Active Points); No Conscious Control (-2)

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