

Stats

Name/Aliases	Mike Trembley			H(10) 0000		
Description				T(7-9)		
Occupation	Student, pot farmer			R.Arm(5-6) 00000	00000	L.Arm(3-4) 00000
Convictions	Getting laid	2		R.Leg		Lleg
	I hate this fucking hick town!	3		00000		00000
	Mom	3				
	Drug Kingpin!	1				
Archetype	Meteor Mutant	Intrinsics				
Cost		15				
Sources	Meteor Energy	0				
Permissions	Super	15				
Stats			Skills			
Body	4	20	Skill	Base	Qualities	Cost
Coordination	4 +1d+1wd	40	High School Studer	2	B/F/I	8
Sense	3	15	On The Track Tean	2	B/F/I	8
Mind	3 +2d	19	Pot Farmer	5	B/F/I	1
Charm	4	20	Electrician	5	B/F/I	1
Command	2	10				0
Base Will	9	3				0
Willpower	9					0
Current Will						0
Accounting						0
Stat Cost		133				0
Skill Cost		18				0
Archetype Cost		15				0
Power Cost		334				0
Experience						0
Total Cost	500	0	500			0
Disadvantages, Equipment, Other						

Stats

Powers, Miracles and Wonders of the Modern Age			
Power Description And Dice	Dice	HD	WD
<i>Hyperrunning</i>	4		1
Quality, Extras, Flaws, and Cost	Base 1, Booster +2		3
Quality, Extras, Flaws, and Cost	Run at mach 2.		0
Total Cost Per Die			3
Total Cost			24
Power Description And Dice	Dice	HD	WD
<i>Multiple Actions</i>		2	
More Actions	U Duration +2, Self-Only -3		1
Noncombat	U Duration +2, Self-Only -3		1
Quality, Extras, Flaws, and Cost			0
Quality, Extras, Flaws, and Cost			0
Total Cost Per Die			2
Total Cost			8
Power Description And Dice	Dice	HD	WD
<i>Always First</i>	10		
Quality, Extras, Flaws, and Cost	A Augment +4, If/Then (aug only)-1, if/then (extras only) -1, Go First +3		7
Quality, Extras, Flaws, and Cost	D Augment +4, If/Then (aug only)-1, if/then (extras only) -1, Go First +3		7
Quality, Extras, Flaws, and Cost	U Augment +4, If/Then (aug only)-1, if/then (extras only) -1, Go First +3		7
Quality, Extras, Flaws, and Cost			0
Total Cost Per Die			21
Total Cost			210
Power Description And Dice	Dice	HD	WD
<i>Speed Stunts</i>	4		1
Attacks	A Variable Effect +4, If/Then (Var. eff only) -1, Depleted -1, shared pool -1, If/Then (speed effect only) -1		2
Defense	D Variable Effect +4, If/Then (Var. eff only) -1, Depleted -1, shared pool -1, If/Then (speed effect only) -1		2
Useful	U Variable Effect +4, If/Then (Var. eff only) -1, Depleted -1, shared pool -1, If/Then (speed effect only) -1		2
Total Cost Per Die			6
Total Cost			48
Power Description And Dice	Dice	HD	WD
<i>Auto Dodge</i>		2	
Dodge!	D Endless +3		5
Total Cost Per Die			5
Total Cost			20
Power Description And Dice	Dice	HD	WD
<i>Psychic Hitchhiker</i>		2	
Sidekick	U, Self-only -3, Permanent +4		3
Two-headed Defense	U, Self-only -3, Permanent +4		3
Quality, Extras, Flaws, and Cost			0
Quality, Extras, Flaws, and Cost			0
Total Cost Per Die			6

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Hyperdice	Hard Dice	Wiggle Dice
	1	1 +1d
	2	+2d

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Base Run			
5	15	1500	1.97
1	2		

Mass	Range	Speed	
2	100	20	5
2	2	-3	
2	2	-3	

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2	4	-1	-1	3
2	4	-1	-1	3
2	4	-1	-1	3

Mass	Range	Speed			
5	800	160	160		
2	4	-1	-1	-1	-1
2	4	-1	-1	-1	-1
2	4	-1	-1	-1	-1

2	
2	3

2		
2	-3	4
2	-3	4

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+1wd

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Background

Humble Beginnings. Everyone starts somewhere. Who were you before you became who you are? How did your early years mark you and shape you

Follies of Youth. Foolishness is the vice of the young, and the fondest memory of the old. What did you get up to as you sought independence during your formative years?

First Awakenings. When did you begin to realize the world was not as it might seem? When did you become aware, and involved in, the hidden and not-so-hidden Strangeness lurking about the comfortable hearth of proper society?

Mysterious Origins. When did you come into power of your own? When did your touch of Strangeness become manifest? How did you become a player in the weird games of the Strangers?

Great Failing. What is your greatest flaw, and how did it bring you near to ruin and disaster?

Lookup1

Power Capacities			
Dice Pool	Mass	Range	Speed
1	50	10	2
2	100	20	5
3	200	40	10
4	400	80	20
5	800	160	40
6	1600	320	80
7	3200	640	160
8	6400	1280	320
9	12800	2560	640
10	25600	5120	1280

Body Effects						
Dice Pool	Lift	Throw 10 yds	Base Dmg	Sprint	Jump (length)	Jump (height)
1	50	6.2	Shock	8	2	0.5
2	100	12.5	Shock	10	3	1
3	200	25	Shock	12	4	1
4	400	50	Shock	15	5	1
5	800	100	Shock	20	6	1.5
6	1600	200	Killing	25	8	2
7	3200	400	Killing	30	10	2.5
8	6400	800	Shock and Killing	40	12	3
9	12800	1600	Shock and Killing	50	15	4
10	25600	3200	Shock and Killing	60	20	5

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