

Psydekick

Former Aliases: None

Secret Identity: Johnny Malvren

Occupation: Student (technically)

Age: Minor

Gender: Male

Damage Percentile Table

Dice Roll	Result	Critical
2-5	100%	200%
6-10	75%	175%
11-16	50%	150%
17-20	25%	125%

Specific Attacks

	2-5	6-10	11-16	17-20
Baseline Mind Blast (20)	33	28	23	18
24 Point Mind Blast (40)	53	43	33	23
28 Point (60)	73	48	43	28
32 Point (80)	93	63	53	33
36 Point (100)	113	78	63	38
40 Point (120)	133	91	73	43
Punch	13	13	13	13

Other Common Effects

LPE pool has a total of 40 Points.
 Maximum Special attack does 100 More points of Damage
 Base TK can lift $1x10^{(x-1)}$ kg where x=level (1=1, 10=1 billion)
 Range PMV's required for greater than touch.
 TK can crush for 5pts per lvl, and throw lvl-1
 Can throw things for $15 * (x-1)$ where x is max TK required.
Telepathy Effect levels
 2 - Read Loud surface thoughts, transmit simple emotions
 4 - Read surface thoughts, talk to other TP, Transmit word or simple image
 6 - Read surface + sensory impressions, Mindtalk.
 8 - Invade mind (mind combat), Probe for memories, automatically read surface thoughts in Area PMV
 10 - As 8 + share sensory experience, Deeper probe, alter memories.

Body	11	ACV	13
Mind	17	DCV	11
Soul	11	HP	110
Lvl	Pts	Characteristics	
1	1	Divine Relationship	
Lvl	Pts	Powers	
2	8	Force Field	
	2	PMV: Area 2	
	-1	Detectable (Psychic)	
8	8	6 th Sense (pregognition)	
	-2	Backlash - Fail by 3+	
3	15	Power Flux: LPE (Telekinesis, Telepathy, Special Attack, Illusions)	
	10	PMV: Duration 10 (Change 1/round)	
3	12	Telekinesis (all matter) (Power Flux)	
2	4	Telepathy (Human Only, Power Flux)	
5	20	SA: Mental Blast (Mind Attack, Short Range, 20 Damage - Power Flux)	
1	4	Illusions (All senses, 1 illusion, Power Flux)	
1	1	Heightened Senses: Psychic Awareness	
2	2	Mind Shield	
Lvl	Pts	Skills (30 Skill Points)	
2	6	Burglary (Breaking & Entering)	
1	3	City Know: Charm City (Slums)	
2	4	Climbing (walls)	
1	1	Gaming (Gambling/cards)	
1	4	Mechanics (Automotive)	
2	6	Stealth (Concealment)	
1	3	Urban Tracking (Underworld)	
1	3	Street Sense (Gang Activity)	
Lvl	Pts	Defects	
1	1	Ism (youth)	
1	1	Marked (Birthmark)	
2	2	Recurring Nightmares (Frequent/Moderate)	
2	2	Nemesis (Admiral Ironsides)	
1	1	Nemesis (social Worker)	

PMVS

	Area	Range	Duration	Targets
1	10cm	10m	1 rnd	1/50kg
2	1m	100m	5 rnds	5/100kg
3	10m	1km	1 min	10/500kg
4	100m	10km	10 min	50/1 tonne
5	1km	100km	1 hr	100/5 tonne
6	10km	1000 km	12 hr	1000/10 tonne
7	100km	10K km	1 day	10k/100 t
8	1000 km	100k km	1 week	100k/ 1000 t
9	10K km	1M km	1 mnth	1M/ 10 kt
10	100k km	10M km	6 mnths	10m/100 kt

Initiative 2d10 + 13

Unspent AP

Total AP 155

Background

Mundanely, they call him Johnny Malvern. That's his momma's last name, anyway. It's anyone's guess who his father is. He was born in a tenement house in Charm City, fifteen years ago. His momma did anything that could be snorted, swallowed, or injected. She probably didn't know a tenth of the substances that entered her bloodstream. Johnny figures one of those drugs was responsible for his... condition.

Johnny has a home, sort of. His momma stil has the tenement flat. Problem is, she's got lots of friends, and oftentimes her boyfriends don't take real kindly to Johnny. Johnny ran away from home at an early age, if that's what you call being kicked out for a couple of nights in a row and deciding not to go back. He's been back since, but not often. These days, he sleeps in a back room of Legs Armstrong's.

Back before he knew Legs, he was like any other kid who grows up mostly on the streets. He scrounged for what he needed, stole what he couldn't scrounge, and defended himself from the bigger kids as best he could. As far back as he can remember, he always had the unusual mental abilities; they have grown with time and practice, but he was always different. He had the sense to keep that to himself, though, at least 'til the media got ahold of him.

He's a scrawny kid, underfed, 5'7" of bone and sinew and not much else. His hair is a dirty blond, unkempt, just a little too long, strands of it occasionally falling in his face. His eyes are a pale gray, deep-set in a thin face. He's not a bad-looking kid, but he seems ripe for bullying; he's stronger than he appears at first glance. He favors T-shirts under denim coveralls, faded, torn and patched repeatedly. His idea of "superhero costume" is along the lines of "Black leather is cool, right?"

Johnny spends most of his time hanging out with Legs. He doesn't usually go to school, and there's a particularly annoying social worker, Ms. Pringley, who gets on his case from time to time about it. Ms. Pringley seems determined to be the do-gooder in Johnny's life, and she pesters him about being out on the streets, being truant, and the occasional suspicion of petty theft, not to mention outright violence. She has the tendency to track him down at the least opportune moments possible, and unfortunately, she's learned that he hangs out with Legs.

Johnny is a hero more or less by accident. It's what Legs does, and so, it's what Johnny does too, more or less the same way Johnny works on cars because Legs does. He doesn't think of himself as being particularly heroic; it's just something he happens to do. He's usually not too eager to risk his skin, but like most teenagers, he does also think of himself as immortal; he figures he'll make it through and heal, but he's none too eager to soak up the pain. Somehow, he doesn't think of this heroing business as being a permanent fixture in his life. Someday, he figures, when he grows up, he'll seek his fortune in Empire City, maybe turn his mental talents into something that'll make him real money. Chicks dig that.