

NAME: Adam
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30/35	Strength	x1	10	20
21	Dexterity	x3	10	33
21	Constitution	x2	10	22
14	Body	x2	10	8
20	Intelligence	x1	10	10
12	Ego	x2	10	4
18	Presence	x1	10	8
0	Comeliness	x1/2	10	-5
9	Physical Defex	x1	6	3
14	Energy Defens	x1	4	10
5	Speed	x10	3.1	19
10	Recovery	x2	10	0
42	Endurance	x1/2	42	0
40	Stun	x1	40	0
Characteristics Cost:				132

STR Roll: 16-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	7"
EGO Roll: 11-		
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Deep evil voice", easily concealable, minor		5
Distinctive, "Misshapen fragmented monster", not concealable, extreme		25
Hunted, "Forces of good", as powerful, non-combat influence, harsh, appear 14-		25
Physical Lim, "Big and heavy", infrequently, slightly		5
Psych Lim, "Scientifically curious", common, moderate		10
Psych Lim, "Interested in chaos", common, moderate		10
Psych Lim, "Casual killer", common, strong		15
Psych Lim, "Wants to make an army of demonoids", common, strong		15
Quirk - Acts like a monstrous Tony Robi		1
Quirk - Always speaks evenly and calmly		1
Quirk - Likes to use others		1
Quirk - Makes speeches		1
Quirk - Thinks of Riley and Maggie as f		1
Rep, "Half demon killing machine", occur 14-, extreme reputation		20
Unluck, 1D6		5
Vuln, "Magnetism", uncommon, x2 stun		10
Disadvantages Total :		150
Experience Spent +		0
Total Points =		250



PTS	POWERS	END
6	1D6 Absorption, "Absorb electricity to END and STUN", vs SFX (one power)	
7	6/8 Damage Resistance	
10	Eidetic Memory	
5	IR Vision	
5	Life Support, doesn't eat/sleep/excrete	
10	12 Mental Defense	
30	MP (30), "Inbuilt weapon systems"	
3u	4D6 EB, "Explosive Missiles", Explosion (+1/2), 13-16 Charges (0)	0
3u	2D6 HKA, "Polgara bone spur", vs physical defense	3
3u	1D6 RKA, "Automatic rifle", vs physical defense, x5 Autofire (+1/2), 33-64 Charges (+1/2)	0
2	+5 STR, doesn't add to figured, x3 Increased End Cost(-1)	0
3	Computer Programming 13-	
3	Deduction 13-	
3	KS: Demons & Vampires 13-, (INT based)	
9	3 Levels: Haymaker, strike, disarm, tight group	
5	Oratory 14-	
0	PS: Soldier 8-	
3	SC: Biology 13-, (INT based)	
3	SC: Psychology 13-, (INT based)	
3	Tactics 13-	
2	WF, Small Arms	

118 : Powers Total
132 + Characteristic Total
250 = Total Cost

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 21 SPD: 5 ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 9/ 6 ED/rED 14/ 8
END: 42 STUN: 40 BODY: 14

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
Name: Adam
Species: Human/Demon hybrid
Gender: Male

