

NAME: Awesome Exo-Skeleton Man
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13/35	Strength	x1	10	3
18/20	Dexterity	x3	10	24
13/23	Constitution	x2	10	6
10	Body	x2	10	0
11	Intelligence	x1	10	1
10	Ego	x2	10	0
15/35	Presence	x1	10	5
10	Comeliness	x1/2	10	0
3/7	Physical Defex	x1	7	0
3/5	Energy Defens	x1	5	0
3/4	Speed	x10	3.0	7
8/15	Recovery	x2	12	4
26/46	Endurance	x1/2	46	0
24/40	Stun	x1	40	0
Characteristics Cost:				50

STR Roll: 16-	Run	9"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	28"
EGO Roll: 11-	Swinging	11"
PER Roll: 11-		

Experience: 31

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Big man with exoskeleton", easily concealable, major		10
Hunted, "VIPER", as powerful, harsh, appear 8-		10
Hunted, "Champions", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Thinks his equipment makes him invulnerable", common, moderate		10
Psych Lim, "Hates snakes", common, strong		15
Psych Lim, "Worships Foxbat", very common, strong		20
Vuln - x1.5 Body vs. electricity, OIF		7
Vuln - 2x Stun from electricity, OIF		13

Disadvantages Total : 105
Experience Spent + 31
Total Points = 236

ENEMIES

PTS	POWERS	END
==Skills and Talents==		
10	11- Find Weakness, Desc: with Blaster	
3	1 Levels: Guns, tight group	
3	Stealth 13- ==Equipment==	
173	PKG, "Awesome Exo-Skeleton", OIF (-1/2)	14
(18)	12/12 Armor, 14- Activation(-1/2)	
(7)	+0 STR Clinging	
(13)	23 CON	
(4)	20 DEX	
(22)	10D6 EB, 14- Activation(-1/2), Not under water(-1/4), 13-16 Charges(0)	0
(3)	Fast Strike	
(3)	5 Flash Defense, Sight Group	
(7)	HR Radio	
(3)	IR Vision	
(7)	Life Support, doesn't breathe	
(3)	Martial Block	
(3)	Martial Disarm	
(3)	Martial Dodge	
(3)	Martial Escape	
(2)	Martial Grab	
(3)	M Strike	
(2)	Martial Throw	
(7)	10 Power Defense	
(8)	+20 PRE, Only to defend against PRE attacks (-1)	
(1)	15 REC	
(4)	9" Running	2
(2)	4.0 SPD	
(24)	35 STR, 1/2 END(+1/4)	2
(14)	28" Superleap	2
(7)	11" Swinging	2

186 : Powers Total
50 + Characteristic Total
236 = 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	
Fast Strike	1/2	+2	+0	9D6
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	45 STR
Martial Dodge	1/2	+0	+5	
Martial Escape	1/2	+0	+0	50 STR
Martial Grab	1/2	-1	-1	45 STR
M Strike	1/2	+0	+2	9D6
Martial Throw	1/2	+0	+1	7D6 + v/5

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

DEX:	20	SPD:	3/4	ECV:	3
Phases	- - 3 - - 6 - - 9 - - 12				
PD/rPD	19/ 12	ED/rED	17/ 12		
END:	46	STUN:	40	BODY:	10

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
2 Champions issue 5
8 Name: Leroy McGowen
2 Height: 6'4"
Weight: 250 pounds
Eyes: Brown
Hair: Brown
Created by Bruce Harlick

