

NAME: Aggro
PLAYER:

VALUE	CHAR	COST	BASE	PTS
60	Strength	x1	10	50
18	Dexterity	x3	10	24
35	Constitution	x2	10	50
20	Body	x2	10	20
8	Intelligence	x1	10	-2
8	Ego	x2	10	-4
10/20	Presence	x1	10	0
6	Comeliness	x1/2	10	-2
30	Physical Defex	x1	12	18
25	Energy Defens	x1	7	18
4	Speed	x10	2.8	12
25	Recovery	x2	19	12
70	Endurance	x1/2	70	0
68	Stun	x1	68	0
Characteristics Cost:				196

STR Roll: 21-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	12"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 24

DISADVANTAGES	BASE:	100+PTS
Berserk, "Mocked or taunted", common, occur 11-, recover 11-		20
Berserk, "Stunned", very common, occur 14-, recover 11-		30
Distinctive, "Skinhead", easily concealable, minor		5
Hunted, "STOP", as powerful, harsh, appear 8-		10
Hunted, "Doctor Brutallus", as powerful, harsh, appear 8-		10
Psych Lim, "Out to prove self", common, strong		15
Psych Lim, "Bigoted", very common, strong		20
Rep, "Violent", occur 11-, extreme reputation		15
Rivalry, "Sidestep", professional		5
Unluck, 1D6		5
Vuln, "Gasses and poisons", common, x2 stun		20
Watched, "Project Armour", more powerful, harsh, appear 14-		13

Disadvantages Total : 168
Experience Spent + 19
Total Points = 287

MACE

PTS	POWERS	END
8	5D6 Absorption, "Cosmic energy to Strength", Only vs. cosmic energy(-2)	
25	30/20 Damage Resistance	
5	Lack Of Weakness	
8	10 Mental Defense	
10	10 Power Defense	
7	+10 PRE, Only in combat(-1/2)	
15	60 STR, 1/2 END(+1/4) ==Skills==	0
2	KS: Soccer 11-	
10	2 Levels: Hand-to-hand, related group	
1	Streetwise 8-	

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 30/ 30 ED/rED 25/ 20
END: 70 STUN: 68 BODY: 20

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
Kingdom of Champions (410)
p151
Name: Kevin Pinter
Gender: Male
Species: Human mutate
Born: 1967
Height: 5 feet 4 inches
Weight: 123 pounds
Hair: Dark
Eyes: Grey
Team: MACE



91 : Powers Total
196 + Characteristic Total
287 = Total Cost