

NAME: Arc
PLAYER:

VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
20	Dexterity	x3	10	30
28	Constitution	x2	10	36
15	Body	x2	10	10
13	Intelligence	x1	10	3
9	Ego	x2	10	-2
20	Presence	x1	10	10
8	Comeliness	x1/2	10	-1
18	Physical Defex	x1	8	10
18	Energy Defens	x1	6	12
5	Speed	x10	3.0	20
19	Recovery	x2	14	10
60	Endurance	x1/2	56	2
49	Stun	x1	49	0
Characteristics Cost:				170

STR Roll: 17-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	18"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 63

DISADVANTAGES	BASE:	100+PTS
Hunted, "Genocide", more powerful, harsh, appear	8-	15
Hunted, "UNTIL", more powerful, harsh, appear	8-	15
Psych Lim, "Loves to fight", very common, strong		20
Psych Lim, "Fears Neutron", common, moderate		10
Psych Lim, "Feels verbal abuse he takes is true", very common, strong		20
Secret ID, "Achmed Stinwartz"		15
Unluck, 3D6		15
Vuln, "Cold attacks", uncommon, x2 stun		10
Vuln, "Cold attacks", uncommon, x1 1/2 body		5

Disadvantages Total : 125
Experience Spent + 63
Total Points = 288

ENEMIES

PTS	POWERS	END
9	9/9 Damage Resistance	
31	10D6 EB, No Range (-1/2), 14- Activation (-1/2), 1/2 END(+1/4)	3
13	6D6 EB, No Range(-1/2), 8- Activation(-2), 0 END(+1/2)	0
4	18 ED, x1 Hardened (+1/4)	
4	-199 PD, x1 Hardened (+1/4)	
22	+10" Superleap, x4 Non-Combat, 0 END(+1/2)	0
10	40 STR, 1/2 END(+1/4) ==Skills==	0
3	Electronics 11-	
4	Lang: English, native accent	
0	Lang: Turkish, native	
12	4 Levels: Energy Blast and Grab, tight group	
3	Mechanics 11-	
3	SC: Physics 12-	

118 : **Powers Total**
170 + **Characteristic Total**
288 = **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: 20 SPD: 5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 18/ 9 ED/rED 18/ 9
END: 60 STUN: 49 BODY: 15

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
April 19th, 2015
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Name: Achmed Stinwartz
Species: Human mutate
Gender: Male
Team: The Conquerors

