

NAME: Armadillo (C p27)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/50	Strength	x1	10	0
10/18	Dexterity	x3	10	0
10/28	Constitution	x2	10	0
10/15	Body	x2	10	0
18	Intelligence	x1	10	8
14	Ego	x2	10	8
10/18	Presence	x1	10	0
10	Comeliness	x1/2	10	0
2/24	Physical Defex	x1	10	0
2/24	Energy Defens	x1	6	0
2/5	Speed	x10	2.8	0
4/16	Recovery	x2	16	0
20/60	Endurance	x1/2	56	0
20/54	Stun	x1	54	0
Characteristics Cost:				16

STR Roll: 19-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	10"
EGO Roll: 12-	Tunneling	3"
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE:	111+PTS
Hunted, "Chicago superhero group", more powerful, harsh, appear 11-		20
Hunted, "Canadian superhero group", more powerful, harsh, appear 11-		20
Hunted, "OSI", as powerful, harsh, appear 11-		15
Psych Lim, "Paranoid", common, strong		15
Secret ID, "Randall Gordon"		15
Vuln, "Mental attacks", uncommon, x2 stun		10
Vuln, "Sonic attacks", uncommon, x2 stun		10

Disadvantages Total : 105
Experience Spent + 0
Total Points = 216

ENEMIES

PTS	POWERS	END
7	+5 BODY, OIF(-1/2)	
24	+18 CON, OIF(-1/2)	
16	+8 DEX, OIF(-1/2)	
1	+4 END, OIF(-1/2)	
33	10D6 EB, OIF(-1/2)	5
12	+18 ED, OIF(-1/2)	
16	24/24 Damage Resistance, OIF(-1/2)	
10	1D6 HKA, vs physical defense, OIF(-1/2)	1
13	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, OIF(-1/2)	
9	+14 PD, OIF(-1/2)	
5	+8 PRE, OIF(-1/2)	
15	+2.2 SPD, OIF(-1/2)	
27	+40 STR, OIF(-1/2)	4
10	3" Tunneling, OIF(-1/2) ==Skills==	1
2	PS: Engineer 11-	

200 : **Powers Total**
 16 + **Characteristic Total**
 216 = **Total Cost**

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: 2/5 ECV: 5
 Phases - - 3 - 5 - - 8 - 10 - 12
 PD/rPD 24/ 24 ED/rED 24/ 24
 END: 60 STUN: 54 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

