

**NAME:** Barnstormer (AL p32)  
**PLAYER:**

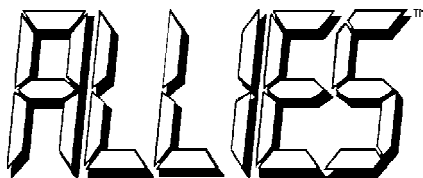
| VALUE                        | CHAR            | COST | BASE | PTS        |
|------------------------------|-----------------|------|------|------------|
| 50                           | Strength        | x1   | 10   | 40         |
| 23                           | Dexterity       | x3   | 10   | 39         |
| 28                           | Constitution    | x2   | 10   | 36         |
| 12                           | Body            | x2   | 10   | 4          |
| 13                           | Intelligence    | x1   | 10   | 3          |
| 10                           | Ego             | x2   | 10   | 0          |
| 15                           | Presence        | x1   | 10   | 5          |
| 18                           | Comeliness      | x1/2 | 10   | 4          |
| 25                           | Physical Defexl | 10   | 15   | 15         |
| 25                           | Energy Defensx1 | 6    | 19   | 19         |
| 5                            | Speed           | x10  | 3.3  | 17         |
| 16                           | Recovery        | x2   | 16   | 0          |
| 56                           | Endurance       | x1/2 | 56   | 0          |
| 51                           | Stun            | x1   | 51   | 0          |
| <b>Characteristics Cost:</b> |                 |      |      | <b>182</b> |

|                      |        |     |
|----------------------|--------|-----|
| <b>STR Roll:</b> 19- | Run    | 6"  |
| <b>DEX Roll:</b> 14- | Swim   | 2"  |
| <b>INT Roll:</b> 12- | Jump   | 10" |
| <b>EGO Roll:</b> 11- | Flight | 20" |
| <b>PER Roll:</b> 12- |        |     |

**Experience:** 0

| DISADVANTAGES   | BASE: | 195+PTS |
|---|-------|---------|
| Distinctive,"Big, wears flashy clothing",easily concealable,minor |       | 5       |
| Distinctive,"Detects as a mutant",easily concealable,major        |       | 10      |
| Enraged,"By racial slurs",uncommon,occur 11-,recover 8-           |       | 10      |
| Hunted,"DEMON",as powerful,harsh,appear 11-                       |       | 15      |
| Psych Lim,"Flamboyant, loves attention",common, strong            |       | 15      |
| Psych Lim,"Code vs. killing",common,strong                        |       | 15      |
| Psych Lim,"Devoted to wife",common,strong                         |       | 15      |
| Public ID,"Bret Jackson"  |       | 10      |
| Unluck,1D6  |       | 5       |
| Watched,"Local authorities",as powerful,harsh,appear 8-           |       | 5       |

**Disadvantages Total :** 105  
**Experience Spent +** 0  
**Total Points =** 300



| PTS        | POWERS                       | END |
|------------|------------------------------|-----|
| 10         | 10/10 Damage Resistance      |     |
| 33         | 10D6 EB,14- Activation(-1/2) |     |
| 50         | 20" Flight,1/2 END (+1/4)    | 5   |
| 5          | IR Vision                    | 2   |
| ==Skills== |                              |     |
| 5          | Acrobatics 15-               |     |
| 5          | Animal Handler 12-           |     |
| 3          | Breakfall 14-                |     |
| 4          | 2 Levels: w/ Punch           |     |
| 3          | Mechanics 11-                |     |

**118 : Powers Total**  
**182 + Characteristic Total**  
**300 = Total Cost**

**Base OCV:** 8      **Base DCV:** 8  
**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  |              |

|             |    |    |     |     |     |      |
|-------------|----|----|-----|-----|-----|------|
| <b>Rang</b> | <4 | <8 | <16 | <32 | <64 | <128 |
| <b>RMod</b> | -0 | -2 | -4  | -6  | -8  | -10  |

**DEX:** 23      **SPD:** 5      **ECV:** 3  
**Phases** - - 3 - 5 - - 8 - 10 - 12  
**PD/rPD** 25/ 10      **ED/rED** 25/ 10  
**END:** 56      **STUN:** 51      **BODY:** 12

| 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**