




<b>NAME:</b> Bloodbath <b>PLAYER:</b>					 					Base OCV: 5      Base DCV: 5 Adjustment +      Adjustment + Final OCV =      Final DCV =																																																																																	
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>						<b>PTS</b>	<b>POWERS</b>	<b>END</b>	<b>Maneuver</b>	<b>Phase</b>	<b>OCV</b>	<b>DCV</b>	<b>Effect</b>																																																																										
30/35	Strength	x1	10	20	30	10/10 Armor		Block	1/2	+0	+0	stops attack																																																																															
14	Dexterity	x3	10	12	10	+0 STR Clinging		Brace	0	+2	1/2	+2 vs RMod																																																																															
25	Constitution	x2	10	30	7	1 LVLS Density		Disarm	1/2	-2	+0	STR vs STR																																																																															
13	Body	x2	10	6		Increase (stats		Dodge	1/2	+0	+3	all attacks																																																																															
13	Intelligence	x1	10	3		already included),		Grab	1/2	-1	-2	grab, do STR																																																																															
20	Ego	x2	10	20		Always On(-1/2),0		Haymaker	1/2	+0	-5	x1 1/2 STR																																																																															
20	Presence	x1	10	10		Persistent(+1)		Move By	1/2	-2	-2	STR/2+v/5																																																																															
4	Comeliness	x1/2	10	-3		EC (30),"Vampire		Move Through	1/2	-v/5	-3	STR+v/3																																																																															
11/12	Physical Defex	x1	6	5		Cosmic"		Set	1	+1	+0																																																																																
10/11	Energy Defens	x1	5	5		24a) 2D6 Flash,"Blinding		<b>Rang</b>	<4	<8	<16	<32	<64	<128																																																																													
4	Speed	x10	2.4	16		Spit",Sight Group,		<b>RMod</b>	-0	-2	-4	-6	-8	-10																																																																													
12	Recovery	x2	11	2		Incantation(-1/4),		DEX:	14	SPD:	4	ECV:	7																																																																														
50	Endurance	x1/2	50	0		13-16 Charges(0),NND		Phases	- - 3 - - 6 - - 9 - - 12																																																																																		
41	Stun	x1	41	0		(+1),Defense: Sight		PD/rPD	27/ 15	ED/rED	26/ 15																																																																																
<b>Characteristics Cost:</b> 126						Flash Defense		END:	50	STUN:	41	BODY:	13																																																																														
<b>STR Roll:</b> 16-						30b) 2D6 HKA,"Bite/Claws",																																																																																					
<b>DEX Roll:</b> 12-						vs physical defense,																																																																																					
<b>INT Roll:</b> 12-						Penetrating(+1/2),1/2																																																																																					
<b>EGO Roll:</b> 13-						END(+1/4)																																																																																					
<b>PER Roll:</b> 12-						27c) 8 1/2D6 Mental																																																																																					
<b>Run</b> 12"						Illusions,Only to																																																																																					
<b>Swim</b> 2"						change his appearance																																																																																					
<b>Jump</b> 7"						(-1/4),0 END(+1/2)																																																																																					
<b>Gliding</b> 5"						21d) 10D6 Mind Control,Only																																																																																					
						vs. those he has																																																																																					
<b>Experience:</b> 215						bitten(-1/2),1/2 END																																																																																					
						(+1/4)																																																																																					
						6 +3 Enhanced PER,																																																																																					
						Hearing																																																																																					
						5 IR Vision																																																																																					
						3 Life Support,immune to																																																																																					
						aging																																																																																					
						15 Radar Sense,"Sonar"																																																																																					
						10 1 BODY Regen																																																																																					
						18 12" Running,1/2 END																																																																																					
						(+1/4)																																																																																					
						3 Ultra Hearing																																																																																					
						==Perks==																																																																																					
						30 Followers: D-Throne																																																																																					
						(150pt)																																																																																					
						20 Vehicle: Starcophagus																																																																																					
						(100pt)																																																																																					
						==Skills==																																																																																					
						3 Acrobatics 12-																																																																																					
						3 KS: Vampire Society																																																																																					
						12-, (INT based)																																																																																					
						12 4 Levels: Scythe, Bite																																																																																					
						and Rifles,tight group																																																																																					
						3 Persuasion 13-																																																																																					
						3 Survival 11-																																																																																					
						3 Tracking 12-																																																																																					
						==Equipment==																																																																																					
						10 5/5 Armor,"Body																																																																																					
						Armor",OIF(-1/2)																																																																																					
						3 5" Gliding,"Glider																																																																																					
						Wings",OIF(-1/2)																																																																																					
						90 6D6 HKA,"Saw Slasher																																																																																					
						Scythe",vs physical																																																																																					
						defense,OAF(-1),0 END																																																																																					
						(+1/2),x1 Armor																																																																																					
						Piercing(+1/2)																																																																																					
						4 Radio XMIT/REC,IIF																																																																																					
						(-1/4)																																																																																					
						16 11- Universal																																																																																					
						Translator,IIF(-1/4)																																																																																					
<b>Disadvantages Total :</b> 150						439 <b>: Powers Total</b>																																																																																					
<b>Experience Spent +</b> 215						126 <b>+ Characteristic Total</b>																																																																																					
<b>Total Points =</b> 565						565 <b>= Total Cost</b>																																																																																					
								<table border="1"> <thead> <tr> <th>3D6</th> <th>Loc</th> <th>StunX</th> <th>NStun</th> <th>BodyX</th> <th>CV</th> <th>Armor</th> </tr> </thead> <tbody> <tr> <td>3-5</td> <td>Head</td> <td>x5</td> <td>x2</td> <td>x2</td> <td>-8</td> <td></td> </tr> <tr> <td>6</td> <td>Hands</td> <td>x1</td> <td>x1/2</td> <td>x1/2</td> <td>-6</td> <td></td> </tr> <tr> <td>7-8</td> <td>Arms</td> <td>x2</td> <td>x1/2</td> <td>x1/2</td> <td>-5</td> <td></td> </tr> <tr> <td>9</td> <td>Shoulders</td> <td>x3</td> <td>x1</td> <td>x1</td> <td>-5</td> <td></td> </tr> <tr> <td>10-11</td> <td>Chest</td> <td>x3</td> <td>x1</td> <td>x1</td> <td>-3</td> <td></td> </tr> <tr> <td>12</td> <td>Stomach</td> <td>x4</td> <td>x1 1/2</td> <td>x1</td> <td>-7</td> <td></td> </tr> <tr> <td>13</td> <td>Vitals</td> <td>x4</td> <td>x1 1/2</td> <td>x2</td> <td>-8</td> <td></td> </tr> <tr> <td>14</td> <td>Thighs</td> <td>x2</td> <td>x1</td> <td>x1</td> <td>-4</td> <td></td> </tr> <tr> <td>15-16</td> <td>Legs</td> <td>x2</td> <td>x1/2</td> <td>x1/2</td> <td>-6</td> <td></td> </tr> <tr> <td>17-18</td> <td>Feet</td> <td>x1</td> <td>x1/2</td> <td>x1/2</td> <td>-8</td> <td></td> </tr> </tbody> </table> <p><b>NOTES</b> Last updated October 31st, 2015 by Mathew R. Ignash. - 1 Code name: Bloodbath Motto: "All things exist for my consumption, nothing more." Team: None Partner: D-Throne Species: Vampire Cosmic Gender: Male Age: Unknown</p> 							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	
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3-5	Head	x5	x2	x2	-8																																																																																						
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