

NAME: Blowtorch				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
20	Dexterity	x3	10	30
18	Constitution	x2	10	16
10	Body	x2	10	0
18	Intelligence	x1	10	8
11	Ego	x2	10	2
15	Presence	x1	10	5
10	Comeliness	x1/2	10	0
6	Physical Defex	x1	3	3
6	Energy Defens	x1	4	2
4	Speed	x10	3.0	10
7	Recovery	x2	7	0
36	Endurance	x1/2	36	0
27	Stun	x1	27	0
Characteristics Cost:				81
STR Roll: 12-	Run			6"
DEX Roll: 13-	Swim			2"
INT Roll: 13-	Jump			3"
EGO Roll: 11-				
PER Roll: 13-				
Experience: 17				
DISADVANTAGES BASE: 100+PTS				
Hunted, "Arson Squad", as powerful, harsh, appear 8-				10
Hunted, "Defender", as powerful, harsh, appear 8-				10
Psych Lim, "Constant crazy talk", very common, moderate				15
Psych Lim, "Pyromaniac", very common, strong				20
Rep, "Psychotic pyromaniac", occur 11-, extreme reputation				15
Rivalry, "Burnout", professional				5
Secret ID, "Perry Johnson"				15
Susc, "Armor breached", uncommon, per phase, 2D6				20
Disadvantages Total : 110				
Experience Spent + 17				
Total Points = 227				

ENEMIES

PTS	POWERS	END
==Skills==		
9	3 Levels: EB, Explosion, RKA, tight group	
3	Mechanics 11-	
4	Martial Block	
4	Martial Dodge	
4	M Strike, "Punch"	
3	Martial Throw	
5	Off Strike, "Kick"	
3	Security Systems 13-	
==Talents==		
10	11- Find Weakness, Desc: w/Autofire EB	
==Equipment==		
22	11/11 Armor, "Kevlar Suit", OIF(-1/2)	
10	200/0 End Reserve, OAF(-1)	
12	0/30 End Reserve, when loading with gasoline (-1/2), OAF(-1)	
45	MP (90), "Flamethrower", OAF(-1)	
4u	9D6 EB, 1/2 END(+1/4), x5 Autofire(+1/2)	3
4u	10D6 EB, Explosion (+1/2), 1/2 END(+1/4)	4
4u	2D6+1 RKA, Continuous (+1), Uncontrolled (+1/2)	9
146 : Powers Total		
81 + Characteristic Total		
227 = 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			
Martial Block	1/2	+2	+2			
Martial Dodge	1/2	+0	+5			
M Strike	1/2	+0	+2	5D6		
Martial Throw	1/2	+0	+1	3D6 + v/5		
Off Strike	1/2	-2	+1	7D6		
Range	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX:	20	SPD:	4	ECV:	4	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	17/ 11	ED/rED	17/ 11			
END:	36	STUN:	27	BODY:	10	
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						
Classic Enemies (403) p54						
Name: Perry Johnson						
Species: Human						
Gender: Male						
Height: 5 feet 9 inches						
Weight: 170 pounds						