

NAME: Boneyard
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/35	Strength	x1	10	10
18	Dexterity	x3	10	24
20	Constitution	x2	10	20
15	Body	x2	10	10
20	Intelligence	x1	10	10
20	Ego	x2	10	20
20	Presence	x1	10	10
12	Comeliness	x1/2	10	1
12/15	Physical Defex	x1	6	8
12/13	Energy Defens	x1	4	8
4	Speed	x10	2.8	12
8/10	Recovery	x2	10	0
40	Endurance	x1/2	40	0
35/40	Stun	x1	40	0
Characteristics Cost:				133

STR Roll: 16-	Run	12"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	7"
EGO Roll: 13-	Flight	4"
PER Roll: 13-		

Experience: 119

DISADVANTAGES	BASE:	200+PTS
DNPC,"Innocents in need of saving",incompetent, appear 11-		20
Distinctive,"Aegis homing beacon",easily concealable,minor		5
Distinctive,"Talks like a gladiator",easily concealable,minor		5
Distinctive,"Aegis armor",easily concealable,major		10
Hunted,"Various Heretics",as powerful,harsh,appear 11-		15
Psych Lim,"Secretive",common,strong		15
Psych Lim,"Always serious",very common,moderate		15
Psych Lim,"Believes in ancient myths",common,strong		15
Rep,"Intergalactic hero",occur 14-,extreme reputation		20
Rivalry,"Strikers",professional,in superior position		10
Unluck,1D6		5
Watched,"Grand Protector Aramda",more powerful,non-combat influence,harsh,appear 14-		15

Disadvantages Total : 150
Experience Spent + 119
Total Points = 469



PLAY WITH THIS TOO

PTS POWERS END

2	Life Support - Slowed aging	
20	Followers: R-Turn (100pt)	
5	Intl Police Powers	
	==Skills==	
3	Breakfall 13-	
4	KS: Ancient Myths 14-, (INT based)	
3	Legsweep	
4	Martial Disarm	
3	Navigation 11-	
4	SC: Physics 14-, (INT based)	
4	SC: Quantum Mechanics 14-, (INT based)	
3	Survival 11-	
3	Systems Operation 13-	
3	Tracking 13-	
2	TF,Space Vehicles	
6	WF,Common Melee,Small Arms,Heavy Weapons	
	==Talents==	
3	13- Combat Sense	
	==Equipment==	
4	Instant Change,IIF (-1/4)	
13	EC (22),OIF(-1/2),Only In Hero ID(-1/4)	
13a)	15/15 Armor	
16b)	6 OCV Missile Deflection,"Tri-Horn Rampart",deflect all attacks,reflect at any target	
103	MP (180),"Aegis Weapons",OIF(-1/2),Only In Hero ID(-1/4)	
10u	6D6 HKA,"Sword",0 END (+1/2),x1 Armor Piercing(+1/2)	0
10u	6D6 HKA,"Combat Claw", Penetrating(+1/2),0 END(+1/2)	0
10u	4 1/2D6 HKA,"Bonesnapper Axe",0 END(+1),double cost (for autofire),x5 Autofire(+1/2)	0
10u	6D6 RKA,"Perdition Solacer",0 END(+1/2), x1 Armor Piercing (+1/2)	0
75	PKG,"Aegis Armor",OIF (-1/2),Only In Hero ID(-1/4)	1
(4)	1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
(3)	5 Flash Defense, Hearing Group	
(3)	5 Flash Defense,Sight	
336	: Powers Total	
133	+ Characteristic Total	
469	= 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	
Legsweep	1/2	+2	-1	8D6
Martial Disarm	1/2	-1	+1	45 STR

Rang <4 <8 <16 <32 <64 <128
RMod -0 -2 -4 -6 -8 -10

DEX: 18 SPD: 4 ECV: 7
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 30/ 15 ED/rED 28/ 15
 END: 40 STUN: 40 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

Last updated October 26th, 2015 by Mathew R. Ignash.
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 Code name: Boneyard
 Motto: "The true cost of war is not paid by those who die in battle, but by those who survive it."
 Team: Lost Protectors
 Partner: R-Turn
 Species: Human
 Gender: Male
 Age: Unknown



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			Group				
		(4)	4" Flight,Only in low gravity(-1),0 END (+1/2)	0			
		(14)	8 Levels: Aegis Weapons,tight group				
		(11)	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold				
		(3)	Radio XMIT/REC				
		(10)	12" Running,1/2 END (+1/4)	1			
		(9)	+10 STR,0 END(+1/2)	0			
		(3)	UV Vision				
		(11)	11- Universal Translator				