

NAME: Citadel				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
40/60	Strength	x1	10	30
29	Dexterity	x3	10	57
40	Constitution	x2	10	60
20/24	Body	x2	10	20
10	Intelligence	x1	10	0
10	Ego	x2	10	0
20	Presence	x1	10	10
20	Comeliness	x1/2	10	5
28	Physical Defex	x1	8	20
23	Energy Defens	x1	8	15
6	Speed	x10	3.9	21
16	Recovery	x2	16	0
80	Endurance	x1/2	80	0
60/64	Stun	x1	60	0
Characteristics Cost:				238
STR Roll: 21-	Run		6"	
DEX Roll: 15-	Swim		2"	
INT Roll: 11-	Jump		12"	
EGO Roll: 11-	Flight		10"	
PER Roll: 11-				
Experience: 77				
DISADVANTAGES BASE: 200+PTS				
DNPC, "Sister", normal, appear 8-				10
Distinctive, "Detects as a mutant", easily concealable, major				10
Enraged, "If reminded of past scandals", common, occur 14-, recover 8-				15
Hunted, "Superhero group", more powerful, non-combat influence, harsh, appear 8-				20
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear 11-				25
Psych Lim, "Hates the press", uncommon, strong				10
Psych Lim, "Must humiliate super heroes", very common, strong				20
Public ID, "Robin Farnol"				10
Unluck, 1D6				5
Disadvantages Total :				125
Experience Spent +				77
Total Points =				402

ENEMIES

PTS	POWERS	END
13	14/12 Damage Resistance	
25	10" Flight, 1/2 END (+1/4)	1
5	5 Lack Of Weakness	
19	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold	
40	MP (40)	
2u	4 LVLS Growth (stats already included), 1/2 END(+1/4)	1
4u	Invisibility, Sight Group, no fringe	4
4u	15" Teleport, 1/2 END (+1/4)	2
5	5 Power Defense	
30	60 STR, 0 END(+1/2) ==Skills==	0
3	Basic Strike	
3	1 Levels: Martial Arts, tight group	
6	3 Levels: Martial Punch	
5	Off Strike	

Base OCV:10 Base DCV:10
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	
Basic Strike	1/2	+1	+0	14D6
Off Strike	1/2	-2	+1	16D6

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

DEX: 29 SPD: 6 ECV: 3
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 28/ 14 ED/rED 23/ 12
END: 80 STUN: 64 BODY: 24

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
Enemies: Villainy Unbound (36) p41
Name: Robin Farnol
Species: Human mutant
Gender: Male



164 : Powers Total
238 + Characteristic Total
402 = Total Cost