

NAME: Darzerb				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20/44	Strength	x1	10	10
18	Dexterity	x3	10	24
20	Constitution	x2	10	20
13/14	Body	x2	10	6
13	Intelligence	x1	10	3
13	Ego	x2	10	6
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
8/12	Physical Defex	x1	7	4
8/9	Energy Defens	x1	4	4
4	Speed	x10	2.8	12
9/12	Recovery	x2	11	2
40	Endurance	x1/2	40	0
36/44	Stun	x1	40	3
Characteristics Cost:				102
STR Roll: 18-	Run			35"
DEX Roll: 13-	Swim			2"
INT Roll: 12-	Jump			9"
EGO Roll: 12-				
PER Roll: 12-				
Experience: 0				
DISADVANTAGES BASE: 100+PTS				
Distinctive, "Horrorifying monster in combat form", easily concealable, extreme				15
Hunted, "Anti-Chronos forces", as powerful, non-combat influence, harsh, appear 8-				15
Physical Lim, "Huge, heavy and has a big horn", infrequently, slightly				5
Psych Lim, "Vengeful", uncommon, strong				10
Psych Lim, "Overconfident", common, strong				15
Psych Lim, "Enjoys his powers", common, strong				15
Psych Lim, "Loyal to Chronos", common, total				20
Rivalry, "Lost Unit and other Hyperzoanoids", professional				5
Secret ID, "Corporate bodyguard"				15
Vuln, "All mental powers", common, x2 effect				20
Watched, "Zoalords", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				0
Total Points =				250



PTS	POWERS	END
13	7/6 Armor, Linked (-1/2), "Shape Shift"	
3	1 LVLS Density Increase (stats already included), Linked(-1/2), "Shape Shift"	
7	1 LVLS Growth (stats already included), Linked(-1/2), "Shape Shift", 0 END Persistent(+1)	
3	IR Vision, Linked (-1/2), "Shape Shift"	
24	2D6 RKA, "Flame breath", Incantation (-1/4), Only In Hero ID(-1/4), No Range (-1/2), 7-8 Charges (-1/2), Area Effect (+1), cone	
46	+29" Running, Only In Hero ID(-1/4)	
11	Shape Shift, Concentrate(-1/4), Extra Time(-1/2), 0 END Persistent(+1)	
9	+14 STR, Linked(-1/2), "Shape Shift" ==Skills==	
3	Acrobatics 13-	
3	Breakfall 13-	
3	Flying Tackle	
4	Killing Strike	
3	KS: Chronos and Zoatforms 12-, (INT based)	
6	2 Levels: Move through, flying tackle and haymaker, tight group	
4	Martial Block	
0	PS: Bodyguard 8-	
3	Stealth 13-	
3	Streetwise 13-	
148 : Powers Total		
102 + Characteristic Total		
250 = 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			
Flying Tackle	1/2	+0	-1	8 1/2D6 + v/5		
Killing Strike	1/2	-2	+0	1D6+1		
Martial Block	1/2	+2	+2			
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX: 18		SPD: 4		ECV: 4		
Phases - - 3 - - 6 - - 9 - - 12		PD/rPD 19/ 7		ED/rED 15/ 6		
END: 40		STUN: 44		BODY: 14		
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 3rd, 2016 by Mathew R. Ignash.						
-						
Name: Darzerb						
Gender: Male						
Species: Human mutate						
Height: 7 feet 10 inches						
Weight: 780 pounds						
Team: Hyper-Zoanoid Team Five						