

NAME: Jackhammer				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
10/20	Dexterity	x3	10	0
18/30	Constitution	x2	10	16
15	Body	x2	10	10
8	Intelligence	x1	10	-2
8	Ego	x2	10	-4
13/18	Presence	x1	10	3
12	Comeliness	x1/2	10	1
5/30	Physical Defex	x1	4	1
4/25	Energy Defens	x1	4	0
1/4	Speed	x10	2.0	-3
8/16	Recovery	x2	8	0
36	Endurance	x1/2	36	0
40	Stun	x1	34	6
Characteristics Cost:				38
STR Roll: 17-	Run			6"
DEX Roll: 13-	Swim			2"
INT Roll: 11-	Jump			8"
EGO Roll: 11-	Flight			15"
PER Roll: 11-				
Experience: 28				
DISADVANTAGES		BASE: 100+PTS		
Berserk, "He or Chainsaw are seriously injured", uncommon, occur 11-, recover 8-				20
Hunted, "UNTIL", as powerful, harsh, appear 11-				15
Hunted, "Cy-Force", more powerful, harsh, appear 8-				15
Hunted, "MACE", more powerful, harsh, appear 8-				15
Normal Stats				20
Physical Lim, "Illiterate", infrequently, greatly				10
Psych Lim, "Loves to bully weak people", common, strong				15
Psych Lim, "Extremely violent and destructive", very common, strong				20
Rep, "Violent enforcer", occur 11-, extreme reputation				15
Secret ID, "Buddy Hanlin"				15
Vuln, "Mental powers", common, x1 1/2 body				10
Disadvantages Total :		170		
Experience Spent +		28		
Total Points =		298		

ENEMIES

PTS	POWERS	END
==Skills==		
6	2 Levels: Jackhammer attacks, tight group	
2	PS: Jackhammer Operator 12-	
2	PS: Enforcer 11-	
==Equipment==		
61	MP (92), "Jackhammers", OIF(-1/2)	
3u	10D6 EB, No Range (-1/2), Indirect(+1/4)	6
5u	3D6+1 HKA, x1 Armor Piercing(+1/2)	7
3u	3D6+1 RKA, 7-8 Charges (-1/2), x1 Armor Piercing(+1/2)	0
6u	10" Tunneling, 14 DEF Increased Def	2
172	PKG, "Suit", OIF(-1/2)	6
(12)	+12 CON, doesn't add to figured	
(10)	15/15 Damage Resistance	
(15)	+10 DEX, doesn't add to figured	
(6)	80/12 End Reserve, Requires plug-in to recover(-2)	
(14)	+21 ED	
(23)	15" Flight, x4 Non-Combat	3
(10)	5D6 HA	1
(13)	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold	
(17)	+25 PD	
(3)	+5 PRE	
(10)	Radar Sense	
(3)	Radio XMIT/REC	
(11)	+8 REC	
(15)	+2.3 SPD	
(10)	+20 STR, doesn't add to figured	2

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			
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX:	20	SPD:	1/4	ECV:	3	
Phases	- - 3	- - 6	- - 9	- - 12		
PD/rPD	30/ 15	ED/rED	25/ 15			
END:	36	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						
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Name: Buddy Hanlin						
Species: Human						
Gender: Male						
Team: Destruction Company						

260 : Powers Total
38 + Characteristic Total
298 = Total Cost