

**NAME:** Klined Racial Package  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
39	Strength	x1	10	29
10	Dexterity	x3	10	0
10	Constitution	x2	10	0
10	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
14	Presence	x1	10	4
14	Comeliness	x1/2	10	2
8	Physical Defex	x1	8	0
2	Energy Defens	x1	2	0
2	Speed	x10	2.0	0
10	Recovery	x2	10	0
20	Endurance	x1/2	20	0
35	Stun	x1	35	0
<b>Characteristics Cost:</b>				<b>35</b>

<b>STR Roll:</b> 17-	Run	6"
<b>DEX Roll:</b> 11-	Swim	1"
<b>INT Roll:</b> 11-	Jump	8"
<b>EGO Roll:</b> 11-	Flight	12"
<b>PER Roll:</b> 11-		

**Experience:** 0

**DISADVANTAGES BASE: 200+PTS**  
 Distinctive, "Winged alien", concealable, minor 10

**Disadvantages Total :** 10  
**Experience Spent +** 0  
**Total Points =** 210

# STAR HERO™

PTS	POWERS	END
30	0/20 Armor	
5	2 Extra Limbs (Electricity), "Prehensil feet"	
29	12" Flight, x32 Non-Combat, No Range (-1/2)	2
15	Radar Sense	
60	4D6 RKA (Electricity)	6
-1	1" Swimming	0
12	+8 Telescopic Sense, Sight Group	
3	Climbing 11-	
16	2 Levels, all combat	
3	Navigation 11-	
3	Survival 11-	

Base OCV: 3      Base DCV: 3  
 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	

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

**DEX:** 10    **SPD:** 2    **ECV:** 3  
**Phases** - - - - - 6 - - - - - 12  
**PD/rPD** 8/ 0    **ED/rED** 22/ 20  
**END:** 20    **STUN:** 35    **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**

175 : **Powers Total**  
 35 + **Characteristic Total**  
 210 = **Total Cost**