

NAME: Monstersubs (KOC p186)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
35/55	Strength	x1	35	0
15	Body	x1	15	0
5	Size	x5	0	25
10	Defense	x3	2	24
14	Dexterity	x3	10	12
4	Speed	x10	2.4	16
Characteristics Cost:				77

STR Roll: 20-	Run	6"
DEX Roll: 12-	Swim	10"
INT Roll: 11-	Jump	11"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	137+PTS
Distinctive,not concealable,extreme		25
Vuln,"Telekinetic attacks",uncommon,x1 1/2 body		5
Watched,"Captain Shark", more powerful,harsh, appear 11-		10

ENEMIES

PTS	POWERS	END
9	Sonar, IIF(-3/4),bulky	
5	60/2 End Reserve, "Generators", IIF(-3/4),bulky	
20	9D6 EB, "Vibro Blasters", IIF(-3/4), bulky, 7-8 Charges (-1/2)	0
5	2 Extra Limbs	
11	1D6+1 HKA, IIF(-3/4), bulky	
13	Life Support, doesn't breathe, safe in vacuum/pressure	
3	Radio XMIT/REC, IIF(-3/4), bulky	
11	+20 STR, IIF(-3/4), bulky	2
8	2" Stretching, No non-combat stretching (-1/4)	1
6	10" Swimming, has turn mode	
	==Skills==	
9	Disguise 14-	

Base OCV: 5 Base DCV: 5
 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: 14	SPD: 4	ECV: 3
Phases - - 3 - - 6 - - 9 - - 12		
PD/rPD 2/ 0	ED/rED 2/ 0	
END: 20	STUN: 20	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

Disadvantages Total : 40
Experience Spent + 0
Total Points = 177

100 : **Powers Total**
 77 + **Characteristic Total**
 177 = **Total Cost**