

NAME: Pulsar				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
23	Dexterity	x3	10	39
23	Constitution	x2	10	26
12	Body	x2	10	4
10	Intelligence	x1	10	0
11	Ego	x2	10	2
15	Presence	x1	10	5
12	Comeliness	x1/2	10	1
13	Physical Defex	x1	3	10
17	Energy Defens	x1	5	12
5	Speed	x10	3.3	17
10	Recovery	x2	8	4
46	Endurance	x1/2	46	0
32	Stun	x1	32	0
Characteristics Cost:				125
STR Roll: 12-	Run		6"	
DEX Roll: 14-	Swim		2"	
INT Roll: 11-	Jump		3"	
EGO Roll: 11-				
PER Roll: 11-				

Experience: 0

DISADVANTAGES	BASE: 100+PTS
Hunted, "Superhero group", more powerful, harsh, appear 8-	15
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear 8-	20
Psych Lim, "Womanizer", common, moderate	10
Psych Lim, "Arrogant", very common, strong	20
Psych Lim, "Overconfident", common, total	20
Rep, "Notorious supervillain", occur 8-, extreme reputation	10
Secret ID, "Frank Costen"	15
Unluck, 3D6	15
Vuln, "Physical HKAs", very common, x2 stun	30

Disadvantages Total : 155
Experience Spent + 0
Total Points = 255

CRUSHER GANG

PTS	POWERS	END
10	5/5 Force Field	1
5	Instant Change	
60	MP (60)	
6u	12D6 EB	6
6u	6D6 EB, NND(+1), Defense: Force Fields	6
	==Skills==	
5	Choke Hold	
3	Combat Driving 14-	
3	Demolitions 11-	
4	Killing Strike, "Chop"	
2	1 Levels	
10	2 Levels, related group	
4	M Strike, "Cross"	
3	Martial Throw	
4	PS: Military 13-	
5	Security Systems 12-	

130 : **Powers Total**
125 + **Characteristic Total**
255 = **Total Cost**

Base OCV: 8 Base DCV: 8
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	
Choke Hold	1/2	-2	+0	2D6
Killing Strike	1/2	-2	+0	1D6+1
M Strike	1/2	+0	+2	5D6
Martial Throw	1/2	+0	+1	3D6 + v/5

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

DEX: 23 SPD: 5 ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 18/ 5 ED/rED 22/ 5
END: 46 STUN: 32 BODY: 12

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
April 18th, 2015
==
Champions (450) pC25
Name: Frank Costen
Species: Human mutate
Gender: Male
Team: Crusher Gang

