

NAME: Silver Guard
PLAYER:

VALUE	CHAR	COST	BASE	PTS
13/40	Strength	x1	10	3
13/18	Dexterity	x3	10	9
13/23	Constitution	x2	10	6
10/13	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
3	Physical Defex	x1	3	0
3	Energy Defens	x1	3	0
3/5	Speed	x10	2.3	7
6	Recovery	x2	6	0
26	Endurance	x1/2	26	0
24/27	Stun	x1	24	0
Characteristics Cost:				25

STR Roll: 17-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	98+PTS
Normal Stats		20
Psych Lim, "Loyal to Master Control", common, strong		15
Psych Lim, "Impressed with self and status", common, strong		15
Rivalry, "STRIKE units", professional, in superior position		10
Secret ID		15
Vuln - x2 from mental powers, OIF		13
Watched, "Montgomery International", more powerful, non-combat influence, harsh, appear 11-		13

Disadvantages Total : 101
Experience Spent + 0
Total Points = 199

ENEMIES

PTS	POWERS	END
==Skills==		
3	Any one 11-	
3	1 Levels: Multipower, tight group	
1	PS: Security Guard 11-	
==Equipment==		
30	MP (45), OIF(-1/2)	
3u	6D6 EB, Explosion (+1/2), 13-16 Charges (0)	0
3u	9D6 EB, 13-16 Charges (0)	0
3u	3D6 Entangle, entangle not damaged, 13-16 Charges(0)	0
3u	1 1/2D6 RKA, 17-32 Charges(+1/4), x5 Autofire(+1/2)	0
125	PKG, "Suit", OIF(-1/2)	1
(24)	12/12 Armor	
(10)	+10 CON, doesn't add to figured	
(7)	+5 DEX, doesn't add to figured	
(23)	15" Flight, x4 Non-Combat, 3 Charges (0), continuing, duration: 1 hour	0
(20)	3 LVLS Growth (stats already included), 0 END Persistent(+1)	0
(9)	Life Support, doesn't breathe, safe in heat/cold	
(10)	Radar Sense	
(3)	Radio XMIT/REC	
(13)	+2.0 SPD	
(6)	+12 STR, doesn't add to figured	1

174 : **Powers Total**
25 + **Characteristic Total**
199 = **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	

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

DEX: 18 SPD: 3/5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 15/ 12 ED/rED 15/ 12
END: 26 STUN: 27 BODY: 13

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
High Tech Enemies (422) p29
Species: Human
Team: Master Control

