

NAME: Zen Dolphin
PLAYER:

VALUE	CHAR	COST	BASE	PTS
12/25	Strength	x1	10	2
17/21	Dexterity	x3	10	21
13/18	Constitution	x2	10	6
10/12	Body	x2	10	0
16	Intelligence	x1	10	6
12	Ego	x2	10	4
10/20	Presence	x1	10	0
14	Comeliness	x1/2	10	2
2/8	Physical Defex	x1	5	0
3/8	Energy Defens	x1	4	0
3/6	Speed	x10	3.1	3
5/9	Recovery	x2	9	0
26/40	Endurance	x1/2	36	0
23/34	Stun	x1	34	0
Characteristics Cost:				44

STR Roll: 14-	Run	6"
DEX Roll: 13-	Swim	17"
INT Roll: 12-	Jump	5"
EGO Roll: 11-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "Takes electrical damage", uncommon, occur 8-		5
DNPC, "Orphans", incompetent, appear 11-		20
Distinctive, "Jiu Jitsu style Disadvantage", concealable, minor		10
Hunted, "Zen Scorpion", as powerful, harsh, appear 11-		15
Hunted, "by the Corruption Empire", as powerful, harsh, appear 8-		10
Psych Lim, "Loyal to ZenCorp", common, strong		15
Psych Lim, "Protective of sea life", common, moderate		10
Rep, "Minor Japanese super heroine", occur 8-		5
Secret ID, "Iruka Aonami"		15
Unluck, 2D6		10
Vuln, "Flame and heat attacks", common, x2 stun		20
Watched, "ZenCorp", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

ZEN TEAM

PTS	POWERS	END
131	PKG, Only In Hero ID (-1/4)	4
(8)	360 Degree Sensing, Radio Group	
(12)	Sonar	
(26)	11/11 Armor	
(3)	+2 BODY	
(8)	+5 CON	
(10)	+4 DEX	
(4)	Discriminatory, Sonar	
(2)	+4 END	
(3)	+4 ED	
(4)	Life Support, breathe env: Water	
(2)	+3 PD	
(8)	+10 PRE	
(21)	+2.6 SPD	
(10)	+13 STR	
(10)	+12" Swimming	
3	5" Swimming	
==Perks==		
1	Passport	
==Skills==		
3	Acrobatics 13-	
3	Animal Handler 11-	
3	AK: World's Oceans 12-	
3	Breakfall 13-	
5	Choke Hold	
8	Damage Class +2DC, "Jiu Jitsu"	
3	KS: Jiu Jitsu 12-	
2	KS: ZenCorp 11-	
2	Lang: English, fluent conversation	
2	Lang: French, fluent conversation	
6	2 Levels: Jiu Jitsu, tight group	
4	Martial Disarm	
3	Martial Grab, "Joint-lock"	
3	Martial Throw, "Slam"	
5	Navigation 12-	
3	PS: Biologist 12-	
3	Sacr Throw	
4	SC: Marine Biology 13-	
3	TF, Scuba, Water Vehicles	
==Equipment==		
3	Instant Change, "watch", OIF(-1/2)	

206 : **Powers Total**
44 + **Characteristic Total**
250 = **Total Cost**

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	
Choke Hold	1/2	-2	+0	3D6
Martial Disarm	1/2	-1	+1	45 STR
Martial Grab	1/2	-1	-1	45 STR
Martial Throw	1/2	+0	+1	7D6 + v/5
Sacr Throw	1/2	+2	+1	7D6

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

DEX: 21 SPD: 3/6 ECV: 4
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 19/ 11 ED/rED 19/ 11
END: 40 STUN: 34 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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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
Allies (427) p38
Name: Irukuma Aonami
Species: Human
Gender: Female
Height: 5 feet 4 inches
Hair: Black
Team: Zen Team

