

NAME: Zen Mouse (AL p41)				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10/20	Strength	x1	10	0
18/23	Dexterity	x3	10	24
12/18	Constitution	x2	10	4
10/12	Body	x2	10	0
13	Intelligence	x1	10	3
15	Ego	x2	10	10
10/20	Presence	x1	10	0
16	Comeliness	x1/2	10	3
4/7	Physical Defex	x1	4	2
2/6	Energy Defens	x1	4	0
3/6	Speed	x10	3.3	2
4/8	Recovery	x2	8	0
24/36	Endurance	x1/2	36	0
23/33	Stun	x1	31	2
Characteristics Cost:				50
STR Roll: 13-	Run			6"
DEX Roll: 14-	Swim			2"
INT Roll: 12-	Jump			4"
EGO Roll: 12-				
PER Roll: 12-				
Experience: 0				
DISADVANTAGES BASE: 100+PTS				
Accidental Chg, "When takes electrical damage", uncommon, occur 8-				5
DNPC, "Orphans", incompetent, appear 11-				20
Distinctive, "Pseudo-punk look", concealable, minor				10
Distinctive, "Taijutsu style disadvantage", concealable, minor				10
Hatred of the color pink				0
Hunted, "Zen Scorpion", as powerful, harsh, appear 8-				10
Hunted, "The Corruption Empire", as powerful, harsh, appear 8-				10
Psych Lim, "Loyal to ZenCorp", common, strong				15
Psych Lim, "Greedy", common, strong				15
Psych Lim, "Vengeful", common, moderate				10
Rep, "Japanese hero", occur 8-				5
Secret ID, "Nezuko Tanko"				15
Unluck, 2D6				10
Watched, "ZenCorp", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				0
Total Points =				250

ALLIES™

PTS	POWERS	END
24	10/10 Armor, Only In Hero ID(-1/4)	
3	+2 BODY, Only In Hero ID(-1/4)	
10	+6 CON, Only In Hero ID(-1/4)	
12	+5 DEX, Only In Hero ID(-1/4)	
2	+2 ED, Only In Hero ID(-1/4)	
24	Invisibility, Sight Group, Only In Hero ID(-1/4)	
1	+1 PD, Only In Hero ID(-1/4)	3
8	+10 PRE, Only In Hero ID(-1/4)	
20	+2.5 SPD, Only In Hero ID(-1/4)	
8	+10 STR, Only In Hero ID(-1/4)	1
	==Perks, Skills & Talents==	
3	Acrobatics 14-	
2	AK: Tokyo 11-	
3	Ambidexterity	
3	Breakfall 14-	
5	Choke Hold	
3	Climbing 14-	
8	Damage Class +2DC, "w/ Taijutsu"	
10	11- Danger Sense	
3	Double Jointed	
4	Killing Strike, "Spear Hand"	
1	KS: Taijutsu 8-	
3	KS: ZenCorp 12-	
3	Lang: English, fluent conversation, literacy	
0	Lang: Japanese, native	
3	Lang: Korean, fluent conversation, literacy	
3	1 Levels: w/ Taijutsu, tight group	
3	Lockpicking 14-	
4	Martial Dodge	
4	M Strike, "Punch"	
4	Nerve Strike	
1	Passport	
1	PS: Street Thief 8-	
3	Security Systems 12-	
3	Stealth 14-	
3	Streetwise 13-	
2	WF, Common Melee	
	==Equipment==	
3	Instant Change, "watch", OIF(-1/2)	

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	3D6		
Killing Strike	1/2	-2	+0	2D6		
Martial Dodge	1/2	+0	+5			
M Strike	1/2	+0	+2	8D6		
Nerve Strike	1/2	-1	+1	3D6		
Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10
DEX:	23	SPD:	3/6	ECV:	5	
Phases	- 2	- 4	- 6	- 8	- 10	- 12
PD/rPD	17/	10	ED/rED	16/	10	
END:	36	STUN:	33	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						

200 : Powers Total
50 + Characteristic Total
250 = Total Cost