NAME: Aggro PLAYER:

T .				
VALUE	CHAR		BASE	PTS
60	Strength	x1	10	50
18	Dexterity	<i>y</i> x3	10	24
35		tion x2	10	
20	Body	x2		
8	Intellige			
8	Ego	x2	10	
	Presence			
	Comelines			_
30				
	Energy De			
4	Speed	x10		
	Recovery			
	Endurance			
		x1		0
Cl	naracteris	stics Co	st:	196
CTD D	oll: 21-	Run		6"
	oll: 13-	Swim		2"
	oll: 11-	Jump		12"
	JII: 11-	ս այլք		12

Experience: 24

EGO Roll: 11-

PER Roll: 11-

DISADVANTAGES BASE: 100+ Berserk, "Mocked or taunted", common, occur	PTS 20
11-,recover 11- Berserk,"Stunned",very common,occur 14-,recover	30
Distinctive, "Skinhead",	5
easily concealable, minor Hunted, "STOP", as powerful, harsh, appear 8-	10
Hunted, "Doctor Brutallus", as powerful, harsh, appear 8-	10
Psych Lim, "Out to prove	15
self",common,strong Psych Lim,"Bigoted",very common,strong	20
Rep, "Violent", occur 11-,	15
extreme reputation Rivalry, "Sidestep",	5
professional Unluck,1D6 Vuln,"Gasses and poisons", common,x2 stun	5 20
Watched, "Project Armour", more powerful, harsh, appear 14-	13

Disadvantages Total: 168 Experience Spent + 19 Total Points = 287

IAC

PTS POWERS END 8 5D6 Absorption, "Cosmic energy to Strength",

Only vs. cosmic energy(-2) 25 30/20 Damage

Resistance 5 5 Lack Of Weakness

8 10 Mental Defense 10 10 Power Defense

7 +10 PRE, Only in combat(-1/2)

15 60 STR,1/2 END(+1/4) ==Skills==

2 KS: Soccer 11-

10 2 Levels: Hand-to-hand,related group

1 Streetwise 8-

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	

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

DEX: 18 SPD: 4 ECV: 3 Phases - - 3 - - 6 - - 9 - - 12 PD/rPD 30/ 30 ED/rED 25/ 20 END: 70 STUN: 68 BODY: 20

Loc	StunX	NStun	BodyX	cv	Armor
Head	x5	x2	x2	-8	
Hands	x1	x1/2	x1/2	-6	
Arms	x2	x1/2	x1/2	-5	
Shoulder	s x3	x1	x1	-5	
Chest	x3	x1	x1	-3	
Stomach	x4	x1 1/2	x1	-7	
Vitals	x4	x1 1/2	x2	-8	
Thighs	x2	x1	x1	-4	
Legs	x2	x1/2	x1/2	-6	
Feet	x1	x1/2	x1/2	-8	
	Head Hands Arms Shoulder Chest Stomach Vitals Thighs Legs	Head x5 Hands x1 Arms x2 Shoulders x3 Chest x3 Stomach x4 Vitals x4 Thighs x2 Legs x2	Head x5 x2 Hands x1 x1/2 Arms x2 x1/2 Shoulders x3 x1 Chest x3 x1 Stomach x4 x1 1/2 Vitals x4 x1 1/2 Thighs x2 x1 Legs x2 x1/2	Head x5 x2 x2 Hands x1 x1/2 x1/2 Arms x2 x1/2 x1/2 Shoulders x3 x1 x1 Chest x3 x1 x1 Stomach x4 x1 1/2 x1 Vitals x4 x1 1/2 x2 Thighs x2 x1 x1 Legs x2 x1/2 x1/2	Head x5 x2 x2 -8 Hands x1 x1/2 x1/2 -6 Arms x2 x1/2 x1/2 -5 Shoulders x3 x1 x1 -5 Chest x3 x1 x1 -3 Stomach x4 x1 1/2 x1 -7 Vitals x4 x1 1/2 x2 -8 Thighs x2 x1 x1 -4 Legs x2 x1/2 x1/2 -6

NOTES

Kingdom of Champions (410)

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Name: Kevin Pinter

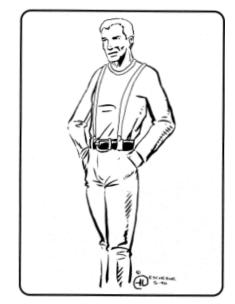
Gender: Male

Species: Human mutate

Born: 1967

Height: 5 feet 4 inches Weight: 123 pounds

Hair: Dark Eyes: Grey Team: MACE



91 : Powers Total

196 + Characteristic Total

287 = Total Cost