

NAME: Ankylosaur
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/40	Strength	x1	10	0
10/21	Dexterity	x3	10	0
10/25	Constitution	x2	10	0
10/15	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
10/20	Presence	x1	10	0
10	Comeliness	x1/2	10	0
2	Physical Defex	x1	2	0
2	Energy Defens	x1	2	0
4	Speed	x10	2.0	20
10	Recovery	x2	4	12
40	Endurance	x1/2	20	10
40	Stun	x1	20	20
Characteristics Cost:				62

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

Experience: 94

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Armor", easily concealable, major		10
Hunted, "Police", as powerful, harsh, appear	11-	15
Hunted, "UNTIL", more powerful, harsh, appear	8-	15
Psych Lim, "Vengeful", common, strong		15
Psych Lim, "Hatred of police", common, moderate		10
Rep, "Violent criminal", occur	11-	10
Secret ID, "Paul Bressler"		15
Unluck, 3D6		15
Vuln - x1.5 Body from sonics, OIF		3
Vuln - x2 Stun from sonics, OIF		7

Disadvantages Total : 115
Experience Spent + 94
Total Points = 309

ENEMIES

PTS	POWERS	END
==Skills==		
3	Combat Driving	13-
15	3 Levels: Multipower, related group	
9	3 Levels: Punch, Grab, & Haymaker, tight group	
3	Streetwise	13-
==Equipment==		
60	MP (90), "Suit Weapons", OIF(-1/2)	
3u	6" Darkness, Sight Group, 4 Charges(-1/2), continuing, duration: 1 turn	0
3u	8D6 EB, 3 Charges(-1 1/4), NND(+1), Defense: Not Breathing	0
3u	12D6 EB, 3 Charges(-1 1/4), Explosion(+1/2)	0
3u	12D6 EB, vs physical defense, 3 Charges(-1 1/4), x1 Armor Piercing(+1/2)	0
3u	16D6 EB, 3 Charges(-1 1/4)	0
3u	4D6 Flash, Sight, 3 Charges(-1 1/4), Area Effect(+1), radius	0
3u	PKG, "Ice", 10D6 EB, 3 Charges(-1 1/4), 4D6 Entangle, 3 Charges(-1 1/4)	0
3u	4D6 RKA, vs physical defense, 3 Charges(-1 1/4), Explosion(+1/2)	0
4u	+40 STR, "Tail", 0 END (+1/2)	5
129	PKG, "Suit", OIF(-1/2)	
(39)	23/16 Armor	
(5)	+5 BODY, "Suit", doesn't add to figured	
(15)	+15 CON, "Suit", doesn't add to figured	
(16)	+11 DEX, "Suit", doesn't add to figured	
(3)	1 Extra Limbs, "Tail"	
(7)	Life Support, doesn't breathe	
(7)	+10 PRE	
(7)	Radar Sense, 14-Activation(-1/2)	
(15)	+11" Running	2
(15)	+30 STR, "Suit", doesn't add to figured	3

247 : **Powers Total**
62 + **Characteristic Total**
309 = **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	

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

DEX: 21 SPD: 4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 25/ 23 ED/rED 18/ 16
END: 40 STUN: 40 BODY: 15

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
Classic Enemies (403) p14
Name: Paul Bressler
Species: Human
Gender: Male
Team: Conquerors

