

<b>NAME:</b> Annihilator (GSVC p25)				
<b>PLAYER:</b>				
VALUE	CHAR	COST	BASE	PTS
10	Strength	x1	10	0
17	Dexterity	x3	10	21
30	Constitution	x2	10	40
13	Body	x2	10	6
10	Intelligence	x1	10	0
11	Ego	x2	10	2
15	Presence	x1	10	5
12	Comeliness	x1/2	10	1
8	Physical Defex	x1	2	6
8	Energy Defens	x1	6	2
4	Speed	x10	2.7	13
8	Recovery	x2	8	0
60	Endurance	x1/2	60	0
74	Stun	x1	33	41
<b>Characteristics Cost:</b>				137

<b>STR Roll:</b> 11-	Run	6"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 11-	Jump	2"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 82

<b>DISADVANTAGES</b>	<b>BASE:</b> 108	<b>PTS</b>
Berserk, "Opponent is down", uncommon, occur 11-, recover 11-		15
Distinctive, "Detects as a mutant", easily concealable, major		10
Hunted, "Hero group", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "FBI", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Dislikes gadgets", uncommon, moderate		5
Psych Lim, "Enjoys killing heroes", uncommon, strong		10
Psych Lim, "Hates heroes who use gadgets", very common, strong		20
Psych Lim, "Overconfident", very common, strong		20
Public ID, "Gerald Sloane"		10

**Disadvantages Total :** 130  
**Experience Spent +** 80  
**Total Points =** 318

# ENEMIES

PTS	POWERS	END
135	MP (135)	
2u	3 1/2D6 Absorption, "electricity"	
2u	4 LVLS Density Increase(1.6t, +20 STR, -4KB, +4 PD/ED), 1/2 END(+1/4)	1
7u	4D6 HKA, 1/2 END(+1/4)	3
4u	6D6 RKA, 4 Charges(-1) ==Skills==	0
3 Levels: Hand Killing Attacks		
==Equipment==		
18	12/12 Armor, "Costume", 14- Activation(-1/2), OIF(-1/2)	
7	Life Support, "Helmet", doesn't breathe, OIF (-1/2)	

181 : Powers Total  
137 + Characteristic Total  
318 = 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	

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

DEX: 17      SPD: 4      ECV: 4  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 20/ 12 ED/rED 20/ 12  
END: 60      STUN: 74      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	

