

NAME: Armadillo				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10/50	Strength	x1	10	0
10/18	Dexterity	x3	10	0
10/28	Constitution	x2	10	0
10/15	Body	x2	10	0
13	Intelligence	x1	10	3
11	Ego	x2	10	2
10/15	Presence	x1	10	0
10	Comeliness	x1/2	10	0
2/22	Physical Defex	1	2	0
2/22	Energy Defens	x1	2	0
2/5	Speed	x10	2.0	0
4/16	Recovery	x2	4	0
20/40	Endurance	x1/2	20	0
20/50	Stun	x1	20	0
Characteristics Cost:				5
STR Roll: 19-	Run		6"	
DEX Roll: 13-	Swim		2"	
INT Roll: 12-	Jump		10"	
EGO Roll: 11-				
PER Roll: 12-				
Experience: 0				
DISADVANTAGES BASE: 115+PTS				
Enraged, "Battle armor			10	
insulted", uncommon, occur				
14-, recover 11-				
Hunted, "Super group", more			15	
powerful, harsh, appear 8-				
Hunted, "VIPER", more			20	
powerful, non-combat				
influence, harsh, appear 8-				
Psych Lim, "Impressed with			15	
battle suit", common,				
strong				
Psych Lim, "Always			20	
announces plans", common,				
total				
Secret ID, "Randall Gordon"			15	
Susc - magnet, 3d6/ph,			17	
only in suit				
Vuln - x2 sonics, only in			7	
suit				
Vuln - x2 mental attacks,			13	
only in suit				
Disadvantages Total :				132
Experience Spent +				0
Total Points =				247

ENEMIES

PTS	POWERS	END
10	2 Levels, related group	
2	SC: Mechanical	
	Engineering 12-	
3	Scientist	
	==Equipment==	
41	MP (62), "Magnetic	
	Battle Armor", OIF	
	(-1/2)	
6m	12D6 EB, 14-	
	Activation(-1/2)	
1u	1D6 HKA, 1/2 END(+1/4)	
8m	12" Tunneling	
176	PKG, "Magnetic Battle	
	Armor", OIF(-1/2)	
(5)	+5 BODY, doesn't add to	
	figured	
(18)	+18 CON, doesn't add to	
	figured	
(10)	15/15 Damage	
	Resistance	
(12)	+8 DEX, doesn't add to	
	figured	
(7)	+20 END	
(13)	+20 ED	
(3)	5 Flash Defense, Sight	
	Group	
(2)	Life Support, safe in	
	vacuum/pressure	
(13)	+20 PD	
(3)	5 Power Defense	
(3)	+5 PRE	
(16)	+12 REC	
(20)	+3.0 SPD	
(31)	50 STR, doesn't add to	
	figured, 1/2 END(+1/4)	
(20)	+30 STUN	

Base OCV: 6 Base DCV: 6
Adjustment + Adjustment +
Final OCV = Final DCV =

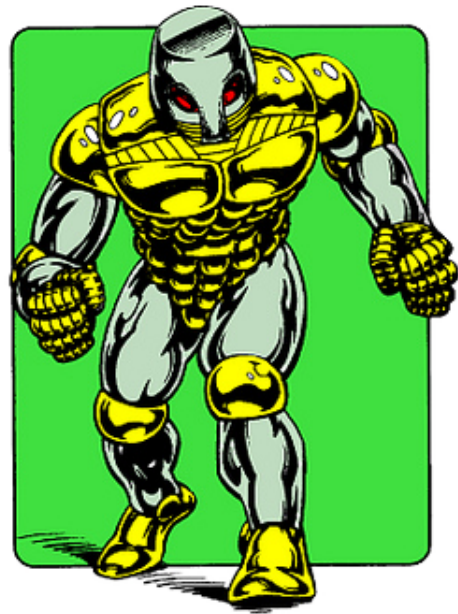
Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

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

6
1 DEX: 18 SPD: 2/5 ECV: 4
2 Phases - - 3 - 5 - - 8 - 10 - 12
3 PD/rPD 22/ 15 ED/rED 22/ 15
END: 40 STUN: 50 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
Last updated December 6th, 2015
Champions Deluxe (451) p303
Name: Randall Gordon
Species: Human
Gender: Male



242 : Powers Total
5 + Characteristic Total
247 = Total Cost