

NAME: Barnick
PLAYER:

VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
20	Dexterity	x3	10	30
40	Constitution	x2	10	60
25	Body	x2	10	30
20	Intelligence	x1	10	10
25	Ego	x2	10	30
30	Presence	x1	10	20
10	Comeliness	x1/2	10	0
10	Physical Defex	x1	8	2
10	Energy Defens	x1	8	2
4	Speed	x10	3.0	10
20	Recovery	x2	16	8
100	Endurance	x1/2	80	10
70	Stun	x1	65	5
Characteristics Cost:				247

STR Roll: 17-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	8"
EGO Roll: 14-		
PER Roll: 13-		

Experience: 22

DISADVANTAGES	BASE:	200+PTS
Berserk, "Hurt badly", uncommon, occur 14-, recover 8-		25
Distinctive, "Bluish green lizard with tail", concealable, major		15
Hunted, as powerful, harsh, appear 8-		10
Hunted, "SAT", more powerful, harsh, appear 14-		25
Psych Lim, "Megalomaniac", common, total		20
Psych Lim, "Overconfident", common, total		20
Secret ID		15
Vuln, "Sonics", uncommon, x2 stun		10
Vuln, "Sonics", uncommon, x2 stun		10

Disadvantages Total : 150
Experience Spent + 22
Total Points = 372

ENEMIES

PTS	POWERS	END
45	20/10 Armor	
5	1 Extra Limbs, "Tail"	
17	1 1/2D6 HKA, "Claws", vs physical defense, OIF (-1/2)	2
10	Life Support, doesn't breathe, doesn't eat/sleep/excrete, Costs END(-1/2)	1
20	Shape Shift, limited group of shapes	2
5	UV Vision ==Equipment==	
23	15D6 Mind Control, OAF (-1), 3 Charges(-1 1/4)	0

125 : **Powers Total**
247 + **Characteristic Total**
372 = **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: 20	SPD: 4	ECV: 8
Phases - - 3 - - 6 - - 9 - - 12		
PD/rPD 30/ 20	ED/rED 20/ 10	
END: 100	STUN: 70	BODY: 25

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
Champions #6
Species: Morkid Mutant
Gender: Male
Height: 7 feet
Weight: 300 pounds