NAME: Big John (ClEn p27)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/60	Strength	x1	10	10
21	Dexterity	x3	10	33
30	Constitution	x2	10	40
10/16	Body	x2	10	0
13	Intelligence	x1	10	3
14	Ego	x2	10	8
25	Presence	x1	10	15
12	Comeliness	x1/2	10	1
15/30	Physical Defe	x1	4	11
15/25	Energy Defens	x1	6	9
5	Speed	x10	3.1	19
16	Recovery	x2	10	12
60	Endurance	x1/2	60	0
45/51	Stun	x1	35	10
	Characteristics Cost:			171

STR Roll: 21-   Run   6"
DEX Roll: 13-   Swim   2"
INT Roll: 12-   Jump   12"
EGO Roll: 12-
PER Roll: 12-

Experience: 84

DISADVANTAGES   BASE: 100**+PTS**
Distinctive,"Sinister   5
 look",easily concealable,
 minor
Distinctive,"Detects as a   10
 mutant",easily
 concealable,major
Enraged,"Own blood is   10
 shed",uncommon,occur 11-,
 recover 8-
Hunted,"Genocide",more   15
 powerful,harsh,appear 8-
Psych Lim,"Likes to   10
 fiddle",common,moderate
Psych Lim,"Overly fond of   10
 drink",common,moderate
Psych Lim,"Overconfident",   15
 very common,moderate
Psych Lim,"Likes to   15
 fight",very common,
 moderate
Public ID,"John   10
 MacDougall"
Rep,"Giant hero",occur 11-   10
Vuln,"Poisons, chemicals,   10
 toxins",uncommon,x2 stun
Vuln,"Poisons, chemicals,   10
 toxins",uncommon,x2 body

ENEMIES

PTS	POWERS	END
15	20/10 Damage Resistance	
7	+10 ED,Linked(-1/2), "Growth"	
45	6 LVLS Growth (stats already included),0 END(+1/2)	0
5	Instant Change	
10	+15 PD,Linked(-1/2), "Growth"	
5	+10 STR,doesn't add to figured,Linked(-1/2), "Growth"	1
15	1/2 END on 60 STR	

==Skills==
10	2 Levels: Hand-to-hand combat,related group
11	Mechanics 15-
0	PS: Engineer 8-
5	SC: Mechanical Engineering 14-

==Talents==
| 10 | 11- Find Weakness, Desc: Punch |
| 5 | +2 Find Weakness,vs. Structures & Mechanisms(-1) |

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: 5   ECV: 5

Phases - - 3 - 5 - - 8 - 10 - 12

PD/rPD 30/ 20 ED/rED 25/ 10

END: 60   STUN: 51   BODY: 16

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) p27
Name: John MacDougall
Species: Human mutant
Gender: Male
Team: The Raiders

Disadvantages Total : 130   143 **: Powers Total**
Experience Spent +   84   171 **+ Characteristic Total**
Total Points = 314   314 **= Total Cost**