

| | | | | |
|--|----------------|----------------------|-------------|------------|
| NAME: Blowtorch | | | | |
| PLAYER: | | | | |
| VALUE | CHAR | COST | BASE | PTS |
| 15 | Strength | x1 | 10 | 5 |
| 20 | Dexterity | x3 | 10 | 30 |
| 18 | Constitution | x2 | 10 | 16 |
| 10 | Body | x2 | 10 | 0 |
| 18 | Intelligence | x1 | 10 | 8 |
| 11 | Ego | x2 | 10 | 2 |
| 15 | Presence | x1 | 10 | 5 |
| 10 | Comeliness | x1/2 | 10 | 0 |
| 6 | Physical Defex | x1 | 3 | 3 |
| 6 | Energy Defens | x1 | 4 | 2 |
| 4 | Speed | x10 | 3.0 | 10 |
| 7 | Recovery | x2 | 7 | 0 |
| 36 | Endurance | x1/2 | 36 | 0 |
| 27 | Stun | x1 | 27 | 0 |
| Characteristics Cost: | | | | 81 |
| STR Roll: 12- | Run | | | 6" |
| DEX Roll: 13- | Swim | | | 2" |
| INT Roll: 13- | Jump | | | 3" |
| EGO Roll: 11- | | | | |
| PER Roll: 13- | | | | |
| Experience: 17 | | | | |
| DISADVANTAGES | | BASE: 100+PTS | | |
| Hunted, "Arson Squad", as powerful, harsh, appear 8- | | | | 10 |
| Hunted, "Defender", as powerful, harsh, appear 8- | | | | 10 |
| Psych Lim, "Constant crazy talk", very common, moderate | | | | 15 |
| Psych Lim, "Pyromaniac", very common, strong | | | | 20 |
| Rep, "Psychotic pyromaniac", occur 11-, extreme reputation | | | | 15 |
| Rivalry, "Burnout", professional | | | | 5 |
| Secret ID, "Perry Johnson" | | | | 15 |
| Susc, "Armor breached", uncommon, per phase, 2D6 | | | | 20 |
| Disadvantages Total : | | 110 | | |
| Experience Spent + | | 17 | | |
| Total Points = | | 227 | | |

ENEMIES

| | | |
|----------------------------------|--|------------|
| PTS | POWERS | END |
| ==Skills== | | |
| 9 | 3 Levels: EB, Explosion, RKA, tight group | |
| 3 | Mechanics 11- | |
| 4 | Martial Block | |
| 4 | Martial Dodge | |
| 4 | M Strike, "Punch" | |
| 3 | Martial Throw | |
| 5 | Off Strike, "Kick" | |
| 3 | Security Systems 13- | |
| ==Talents== | | |
| 10 | 11- Find Weakness, Desc: w/Autofire EB | |
| ==Equipment== | | |
| 22 | 11/11 Armor, "Kevlar Suit", OIF(-1/2) | |
| 10 | 200/0 End Reserve, OAF(-1) | |
| 12 | 0/30 End Reserve, when loading with gasoline (-1/2), OAF(-1) | |
| 45 | MP (90), "Flamethrower", OAF(-1) | |
| 4u | 9D6 EB, 1/2 END(+1/4), x5 Autofire(+1/2) | 3 |
| 4u | 10D6 EB, Explosion (+1/2), 1/2 END(+1/4) | 4 |
| 4u | 2D6+1 RKA, Continuous (+1), Uncontrolled (+1/2) | 9 |
| 146 : Powers Total | | |
| 81 + Characteristic Total | | |
| 227 = 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 | |
| Martial Block | 1/2 | +2 | +2 | |
| Martial Dodge | 1/2 | +0 | +5 | |
| M Strike | 1/2 | +0 | +2 | 5D6 |
| Martial Throw | 1/2 | +0 | +1 | 3D6 + v/5 |
| Off Strike | 1/2 | -2 | +1 | 7D6 |

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

DEX: 20 SPD: 4 ECV: 4
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 17/ 11 ED/rED 17/ 11
END: 36 STUN: 27 BODY: 10

| 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) p54
Name: Perry Johnson
Species: Human
Gender: Male
Height: 5 feet 9 inches
Weight: 170 pounds

