NAME: Crimebuster
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/40	Strength	x1	10	0
10	Dexterity	x3	10	0
20	Constitution	x2	10	20
10/13	Body	x2	10	0
10	Intelligence	x1	10	0
1	Ego	x2	10	-18
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
3/6	Physical Def	x1	2	1
4/7	Energy Defens	x1	4	0
4	Speed	x10	2.0	20
8	Recovery	x2	6	4
40	Endurance	x1/2	40	0
25/28	Stun	x1	25	0
	Characteristics Cost:			27

STR Roll: 17- | Run 15"
DEX Roll: 11- | Swim 2"
INT Roll: 11- | Jump 8"
EGO Roll: 9-
PER Roll: 11-

Experience: 0

DISADVANTAGES   BASE: 100+PTS

Berserk,"When confused", common,occur 11-,recover 14-	15
Distinctive,"Big black robot vehicle",not concealable,extreme	25
Normal Stats	20
Physical Lim,"No fine manipulation", infrequently,slightly	5
Physical Lim,"Vulnerable to being turned off", infrequently,fully	15
Physical Lim,"Big and heavy",frequently,greatly	15
Psych Lim,"Clueless crimefighter",common, strong	15
Psych Lim,"Hunts criminals relentlessly",common, total	20
Public ID,"Crimebuster Deluxe"	10
Rep,"Crime fighter",occur 11-	10

HERO
SOFTWARE

PTS	POWERS	END
15	EC (15),"Tank powers"	
15a)	10/10 Armor	
10b)	3 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
10c)	3 LVLS Growth (stats already included), Always On(-1/2),0 END Persistent(+1)	0
34d)	15" Running,x16 Non-Combat,Has turn mode(-1/4),1/2 END (+1/4)	2
21	Life Support,doesn't breathe,doesn't eat/sleep/excrete,safe in heat/cold,immune to disease	
8	8 Mental Defense	
50	MP (50),"Weapons systems"	
3u	250" Change Environment,"Light flares",3 Charges (-1/2),continuing, duration: 1 minute	0
5u	5D6 EB,"Flame Thrower",Area Effect (+1),cone,13-16 Charges(0)	0
3u	6D6 EB,"Grenade launcher",7-8 Charges (-1/2),Explosion(+1/2)	0
4u	3D6 RKA,"Machine gun", vs physical defense, 13-16 Charges(0)	0
9	+13 PRE,Negative uses only.(-1/2)	
5	Radio XMIT/REC	
10	Tracking Scent	
	==Perks==	
2	Local Police Powers	
	==Skills==	
3	Criminology 11-	
3	Deduction 11-	
3	Forensic Medicine 11-	
3	Interrogation 11-	
2	KS: Law Enforcement 11-	
3	Navigation 11-	
2	PS: Policeman 11-	

Base OCV: 3		Base DCV: 3	
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: 10   SPD: 4   ECV: 0

Phases - - 3 - - 6 - - 9 - - 12

PD/rPD 16/ 10 ED/rED 17/ 10

END: 40   STUN: 28   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	

NOTES

Disadvantages Total :	150	
Experience Spent +	0	
Total Points =	250	

223	:	**Powers Total**
27	+	**Characteristic Total**
250	=	**Total Cost**