

NAME: Chainsaw
PLAYER:

VALUE	CHAR	COST	BASE	PTS
18/40	Strength	x1	10	8
13/21	Dexterity	x3	10	9
18/30	Constitution	x2	10	16
14	Body	x2	10	8
10	Intelligence	x1	10	0
10	Ego	x2	10	0
13/18	Presence	x1	10	3
10	Comeliness	x1/2	10	0
5/30	Physical Defex	x1	4	1
4/25	Energy Defens	x1	4	0
2/4	Speed	x10	2.3	-3
8/16	Recovery	x2	8	0
36	Endurance	x1/2	36	0
38	Stun	x1	32	6
Characteristics Cost:				48

STR Roll: 17-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 11-	Flight	15"
PER Roll: 11-		

Experience: 8

DISADVANTAGES	BASE:	100+PTS
Enraged, "He or Jackhammer are seriously injured", uncommon, occur 11-, recover 11-		8
Hunted, "UNTIL", as powerful, harsh, appear 11-		15
Hunted, "Cy-Force", more powerful, harsh, appear 8-		15
Hunted, "MACE", more powerful, harsh, appear 8-		15
Normal Stats		20
Physical Lim, "Highly uneducated", infrequently, slightly		5
Psych Lim, "Loves to frighten people", common, strong		15
Psych Lim, "Extremely violent and destructive", very common, strong		20
Rep, "Violent enforcer", occur 11-, extreme reputation		15
Secret ID, "Terrence Clayton"		15

Disadvantages Total : 143
Experience Spent + 8
Total Points = 251

ENEMIES

PTS	POWERS	END
	==Skills==	
10	5 Levels: Chainsaw	
10	2 Levels: All hand-to-hand combat, related group	
2	PS: Chainsaw Operator 12-	
2	PS: Enforcer 11- ==Equipment==	
5	EC (7), OIF(-1/2)	
5a)	15/15 Damage Resistance	
19b)	15" Flight, x4 Non-Combat	3
25	1D6+1 HKA, "Chainsaw", OAF(-1), x1 Armor Piercing(+1/2), Continuous(+1)	5
125	PKG, "Suit", OIF(-1/2)	2
(12)	+12 CON, doesn't add to figured	
(12)	+8 DEX, doesn't add to figured	
(6)	80/12 End Reserve, Requires plug-in to recover(-2)	
(14)	+21 ED	
(13)	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold	
(17)	+25 PD	
(3)	+5 PRE	
(10)	Radar Sense	
(3)	Radio XMIT/REC	
(11)	+8 REC	
(13)	+2.0 SPD	
(11)	+22 STR, doesn't add to figured	2

203 : **Powers Total**
48 + **Characteristic Total**
251 = **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: 21 SPD: 2/4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 30/ 15 ED/rED 25/ 15
END: 36 STUN: 38 BODY: 14

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
High Tech Enemies (422) p38
Name: Terrence Clayton
Species: Human
Gender: Male
Team: Destruction Company

