NAME: Chainsaw PLAYER:

ł					
	VALUE		COST	BASE	
	18/40	Strength	x1	10	8
	13/21	Dexterity	x3	10	9
	18/30	Constitutio	n x2	10	16
	14	Body	x2	10	8
	10	Intelligenc	e x1	10	0
	10	Ego	x2	10	0
	13/18	Presence	x1	10	3
	10	Comeliness	x1/2	10	0
	5/30	Physical De	fex1	4	1
	4/25	Energy Defe	nsx1	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
	Cl	naracteristi	cs Co	st:	48
1					

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

Experience:

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



न्त्र	7	
PTS		END
1.0	==Skills==	
	5 Levels: Chainsaw 2 Levels: All	
10	hand-to-hand combat,	
	related group	
2	PS: Chainsaw Operator	
2	12-	
2	PS: Enforcer 11- ==Equipment==	
5	EC (7),OIF(-1/2)	
	15/15 Damage	
	Resistance	
	15" Flight,x4 Non-Combat	3
	1D6+1 HKA, "Chainsaw",	3
23	OAF(-1), x1 Armor	
	Piercing $(+1/2)$,	
105	Continuous(+1)	5 2
	PKG, "Suit", OIF(-1/2) +12 CON, doesn't add to	
(1 4)	figured	,
(12)	+8 DEX, doesn't add to	

(14)	+21 ED
(13)	Life Support, doesn't
	breathe, safe in
	<pre>vacuum/pressure,safe</pre>
	in radiation, safe in
	heat/cold

(6) 80/12 End Reserve, Requires plug-in to recover(-2)

(17) +25 PD (3) +5 PRE

(10) Radar Sense

figured

(3) Radio XMIT/REC (11) +8 REC

(13) + 2.0 SPD

(11) +22 STR, doesn't add to figured

Base OCV: 7 Base DCV:
Adjustment + Adjustment +
Final OCV = Final DCV = Base DCV: 7

	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	<1	.0
RMod	- 0	-2	-4	-6	-8	-1	
DEX:	21	SI	ים: 2	/ 4	E.C.V	:	3

Phases - - 3 - - 6 - - 9 -PD/rPD 30/ 15 ED/rED 25/ 15 END: 36 STUN: 38 BODY: 14

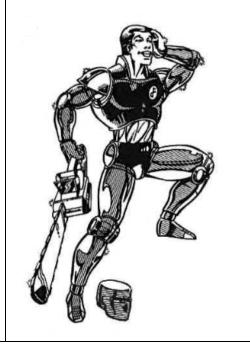
3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulder	s x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

High Tech Enemies (422) p38 Name: Terrence Clayton

Species: Human Gender: Male

Team: Destruction Company



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

203 : Powers Total 48 + Characteristic Total

251 = Total Cost