

NAME: Cosmo
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
23	Dexterity	x3	10	39
25	Constitution	x2	10	30
12	Body	x2	10	4
10	Intelligence	x1	10	0
14	Ego	x2	10	8
15	Presence	x1	10	5
16	Comeliness	x1/2	10	3
20	Physical Defex	x1	4	16
20	Energy Defens	x1	5	15
6	Speed	x10	3.3	27
10	Recovery	x2	9	2
50	Endurance	x1/2	50	0
35	Stun	x1	35	0
Characteristics Cost:				159

STR Roll: 13-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	4"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 50

DISADVANTAGES	BASE:	200+PTS
DNPC, "Street buddies", normal, useful skills, appear 11-		10
Distinctive, "Cute, glowing Soviet", easily concealable, major		10
Hunted, "Red Doom", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Doesn't concentrate well", common, moderate		10
Psych Lim, "Overconfident", common, total		20
Psych Lim, "Code vs. killing", common, total		20
Public ID, "Vladimir Cossack"		10
Rep, "Compulsively unserious", occur 11-		10
Watched, "Ivan", as powerful, non-combat influence, harsh, appear 11-		10

Disadvantages Total : 120
Experience Spent + 50
Total Points = 370

ALLIES™

PTS **POWERS** **END**

160 VPP (80), can change powers as 0 phase, no skill roll required, Linked(-1/2), "Not useable without ultraviolet light" ==Perks==
 2 11- Contact: Soviet Black Market ==Skills==
 2 AK: Kiev 11-
 2 AK: Moscow 11-
 3 Electronics 11-
 3 Lang: English, fluent w/accnt
 0 Lang: Russian, native
 9 3 Levels: with Cosmic Powers, tight group
 4 Martial Disarm
 4 M Strike, "Punch"
 5 Off Strike, "Roundhouse"
 1 PS: Television Repairman 11-
 3 Security Systems 11-
 3 Stealth 14-
 3 Streetwise 12- ==Equipment==
 7 10/10 Damage Resistance, "Protective Costume", OIF(-1/2)

211 : **Powers Total**
159 + **Characteristic Total**
370 = **Total Cost**

Base OCV: 8 Base DCV: 8
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 Disarm	1/2	-1	+1	30 STR
M Strike	1/2	+0	+2	6D6
Off Strike	1/2	-2	+1	8D6

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

DEX: 23 SPD: 6 ECV: 5
 Phases - 2 - 4 - 6 - 8 - 10 - 12
 PD/rPD 20/ 10 ED/rED 20/ 10
 END: 50 STUN: 35 BODY: 12

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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 Organizations (416) p78
 Name: Vladimir Cosack
 Species: Human mutate
 Gender: Male
 Height: 5 feet 6 inches
 Weight: 140 pounds

