

NAME: Countdown
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/25	Strength	x1	10	0
11/21	Dexterity	x3	10	3
13/25	Constitution	x2	10	6
12	Body	x2	10	4
10	Intelligence	x1	10	0
10	Ego	x2	10	0
10/15	Presence	x1	10	0
8	Comeliness	x1/2	10	-1
2/25	Physical Defex	x1	2	0
3/25	Energy Defens	x1	3	0
2/5	Speed	x10	2.1	0
5/10	Recovery	x2	5	0
26/40	Endurance	x1/2	26	0
24	Stun	x1	24	0
Characteristics Cost:				12

STR Roll: 14-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	5"
EGO Roll: 11-	Flight	15"
PER Roll: 11-		

Experience: 17

DISADVANTAGES	BASE:	100+PTS
Hunted, "UNTIL", more powerful, harsh, appear	11-	20
Hunted, "CY-FORCE", more powerful, harsh, appear	8-	15
Hunted, "MACE", more powerful, harsh, appear	8-	15
Normal Stats		20
Physical Lim, "Hard of hearing", frequently, slightly		10
Psych Lim, "No regard for life", common, strong		15
Psych Lim, "Psychotically destructive", common, strong		15
Rep, "Destructive maniac", occur 11-, extreme reputation		15
Secret ID, "Philip Sherman"		15
Unluck, 1D6		5

Disadvantages Total : 145
Experience Spent + 17
Total Points = 262

ENEMIES

PTS	POWERS	END
==Skills==		
11	Demolitions 15-	
9	3 Levels: Bomb launcher, tight group	
0	PS: Demolitions Expert 8-	
==Equipment==		
36	12D6 EB, 14- Activation(-1), jammed, 2 Charges(-1 1/2), Extra Time(-1/2), OAF(-1), +3"/DC Explosion(+1 1/4), Personal Immunity(+1/4), Trigger(+1/2), changeable trigger	0
31	MP (62), "Bomb Launcher", OAF(-1)	
3u	7D6 EB, vs physical defense, 13-16 Charges(0), Double Knockback(+3/4)	0
3u	2D6+1 RKA, vs physical defense, 13-16 Charges(0), Explosion(+1/2), Personal Immunity(+1/4)	0
157	PKG, "Suit", OIF(-1/2)	4
(12)	+12 CON, doesn't add to figured	
(10)	15/15 Damage Resistance	
(15)	+10 DEX, doesn't add to figured	
(5)	+14 END	
(15)	+22 ED	
(13)	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold	
(23)	15" Flight, x4 Non-Combat	3
(15)	+23 PD	
(3)	+5 PRE	
(10)	Radar Sense	
(3)	Radio XMIT/REC	
(7)	+5 REC	
(19)	+2.9 SPD	
(7)	+15 STR, doesn't add to figured	1

250 : **Powers Total**
12 + **Characteristic Total**
262 = **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: 2/5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 25/ 15 ED/rED 25/ 15
END: 40 STUN: 24 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 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) p40
Name: Philip Sherman
Species: Human
Gender: Male
Team: Destruction Company

