NAME: D-Throne
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/15	Strength	x1	10	0
14	Dexterity	x3	10	12
14	Constitution	x2	10	8
10	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
10	Presence	x1	10	0
10	Comeliness	x1/2	10	0
8/9	Physical Def	x1	2	6
8/9	Energy Defens	x1	3	5
4	Speed	x10	2.4	16
12	Recovery	x2	5	14
28	Endurance	x1/2	28	0
22	Stun	x1	22	0
	Characteristics Cost:			61

STR Roll: 12-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 11-	Jump	3"
EGO Roll: 11-	Flight	15"
PER Roll: 11-		

Experience: 0

DISADVANTAGES   BASE: 150**+PTS**

Berserk,"If taken to one quarter BODY or less", uncommon,occur 14-, recover 14-	15
Distinctive,"Adept",easily concealable,minor	5
Distinctive,"Orpheus Class Tech Drone",not concealable,minor	15
Hunted,"Grand Protector Armada",as powerful, harsh,appear 14-	20
Psych Lim,"Constantly tries to tempt others into doing wrong",very common,strong	20
Psych Lim,"Always follows Bloodbath's orders",very common,total	25
Rep,"Evil sidekick",occur 11-	10
Unluck,3D6	15
Vuln,"Magnetics",uncommon, x2 stun	10
Watched,"Demonic superiors",more powerful, non-combat influence, harsh,appear 14-	15

PTS	POWERS	END
7	1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
23	EC (35),OIF(-1/2)	
22a)	16/16 Armor,[Usable By Others(+1/2),doesn't lose power,12-Activation(-3/4)	
23b)	15" Flight,x4 Non-Combat,0 END(+1/2),Usable By Others(+1/2),doesn't lose power	0
67c)	6D6 RKA,"Widowmaker Rifles",0 END(+1/2)	0
30	Life Support,doesn't breathe,doesn't eat/sleep/excrete,safe in vacuum/pressure, safe in radiation,safe in heat/cold,immune to disease,immune to aging	
4	Radio XMIT/REC,IIF (-1/4)	
16	Shape Shift,"Orpheus Jet",IIF(-1/4),0 END Persistent(+1)	0
13	1 LVLS Shrinking(1m, 12.5kg,+2 DCV,+3 KB), Always On(-1/2),0 END Persistent(+1)	0
	==Skills==	
3	Combat Piloting 12-	
2	KS: Demon Lore 11-	
6	2 Levels: Aegis weapons,tight group	
3	Navigation 11-	
3	Systems Operation 11-	
1	WF,Rifles	
	==Talents==	
16	11- Universal Translator,IIF(-1/4)	

Base OCV: 5	Base DCV: 5
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: 14	SPD: 4	ECV: 3

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

PD/rPD 25/ 16 ED/rED 25/ 16

END: 28   STUN: 22   BODY: 10

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
Last updated October 31st, 2015 by Mathew R. Ignash.
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Code name: D-Throne
Motto: "Power is there, if you just take it."
Team: None
Partner: Bloodbath
Species: Imp/Orpheus Class Tech Drone
Gender: Male
Age: Unknown

Disadvantages Total : 150	239 **: Powers Total**
Experience Spent + 0	61 **+ Characteristic Total**
Total Points = 300	300 **= Total Cost**