

NAME: Doctor Draconis				
PLAYER: (CU p115)				
VALUE	CHAR	COST	BASE	PTS
10/55	Strength	x1	10	0
10/28	Dexterity	x3	10	0
10/30	Constitution	x2	10	0
10/15	Body	x2	10	0
28	Intelligence	x1	10	18
14	Ego	x2	10	8
10/30	Presence	x1	10	0
6	Comeliness	x1/2	10	-2
2/30	Physical Defex	x1	11	0
2/30	Energy Defens	x1	6	0
3/7	Speed	x10	3.8	0
17/30	Recovery	x2	17	26
120	Endurance	x1/2	60	20
20/80	Stun	x1	58	0
Characteristics Cost:				70

STR Roll: 20-	Run	11"
DEX Roll: 15-	Swim	2"
INT Roll: 15-	Jump	22"
EGO Roll: 12-		
PER Roll: 15-		

Experience: 0

DISADVANTAGES		BASE: 397+PTS
Enraged, "Intelligence is insulted", uncommon, occur 11-, recover 8-		10
Hunted, "SAT", as powerful, harsh, appear 11-		15
Hunted, "Deathstroke", as powerful, harsh, appear 11-		15
Hunted, "FBI", as powerful, non-combat influence, harsh, appear 11-		20
Psych Lim, "Vengeful", uncommon, strong		10
Psych Lim, "Hatred of government", common, strong		15
Psych Lim, "Megalomania superiority complex", very common, total		25
Rep, "Extreme megalomaniac", occur 11-, extreme reputation		15
Unluck, 1D6		5
Vuln, "Lasers", uncommon, x2 stun		10
Vuln, "Lasers", uncommon, x2 body		10
Disadvantages Total :		150
Experience Spent +		0
Total Points =		547

ENEMIES

PTS	POWERS	END
5	8 Mental Defense	
	==Skills==	
3	Bureaucratics 15-	
3	Computer Programming 15-	
11	Demolitions 15-	
11	Electronics 15-	
3	Inventor 15-	
3	KS: Reptiles 15-, (INT based)	
32	4 Levels, all combat	
11	Mechanics 15-	
3	Oratory 15-	
3	PS: Painting 15-, (INT based)	
3	PS: Sculpting 15-, (INT based)	
13	Weaponsmith 15-, class of weapon: Small arms, uncommon and heavy weapons	
	==Equipment==	
7	15 BODY, OIF(-1/2)	
7	+0 STR Clinging, OIF(-1/2)	
27	+20 CON, OIF(-1/2)	
20	30/30 Damage Resistance, OIF(-1/2)	
36	28 DEX, OIF(-1/2)	
7	120 END, OIF(-1/2)	
16	30 ED, OIF(-1/2)	
10	15 Flash Defense, Sight Group, OIF(-1/2)	
7	HR Radio, OIF(-1/2)	
7	5" KB Resist, OIF(-1/2)	
7	10 Lack Of Weakness, OIF(-1/2)	
20	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, OIF(-1/2)	
51	MP (90), OIF(-1/2), 15-Activation(-1/4)	
5u	12D6 EB, x1 Armor Piercing(+1/2)	9
5u	12D6 EB, Explosion(+1/2)	9
5u	10D6 EB, Double Knockback(+3/4)	9
5u	9D6 EB, Area Effect(+1), radius	9
5u	4D6 RKA, +1 Increased Stun Mult(+1/2)	9
5u	3D6 RKA, Area Effect(+1), radius	9
13	30 PD, OIF(-1/2)	
10	15 Power Defense, OIF(-1/2)	
13	30 PRE, OIF(-1/2)	
21	7.0 SPD, OIF(-1/2)	
30	55 STR, OIF(-1/2)	4
477	: Powers Total	
70	+ Characteristic Total	
547	= Total Cost	

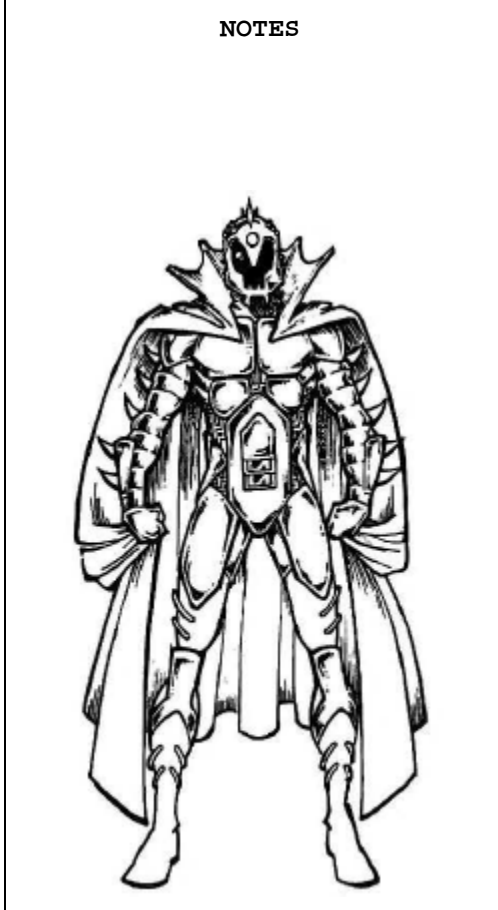
Base OCV: 9 Base DCV: 9
 Adjustment + Adjustment +
 Final OCV = Final DCV =

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: 28 SPD: 3/7 ECV: 5
 Phases - 2 - 4 - 6 7 - 9 - 11 12
 PD/rPD 30/ 30 ED/rED 30/ 30
 END: 120 STUN: 80 BODY: 15

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	



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		15	80 STUN,OIF(-1/2)				
		7	11" Running,OIF(-1/2)	2			
		7	+11" Superleap,OIF(-1/2)	3			
		2	Ultra Hearing,OIF(-1/2)				
		3	UV Vision,OIF(-1/2)				