

NAME: Doctor Mantis				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
10/15	Strength	x1	10	0
17	Dexterity	x3	10	21
9	Constitution	x2	10	-2
10	Body	x2	10	0
18	Intelligence	x1	10	8
9	Ego	x2	10	-2
10/15	Presence	x1	10	0
10	Comeliness	x1/2	10	0
2/3	Physical Defex	x1	3	0
2	Energy Defens	x1	2	0
3/4	Speed	x10	2.7	3
4/5	Recovery	x2	5	0
18	Endurance	x1/2	18	0
20/23	Stun	x1	23	0
Characteristics Cost:				28

STR Roll: 12-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	3"
EGO Roll: 11-	Gliding	11"
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE: 100+ PTS
Hunted, "VIPER", more powerful, non-combat influence, harsh, appear	8-20
Hunted, "Interpol", more powerful, non-combat influence, harsh, appear	8-20
Normal Stats	20
Psych Lim, "Short tempered", common, strong	15
Psych Lim, "Arrogant", common, strong	15
Psych Lim, "Vengeful", common, strong	15
Public ID, "Doctor Carl Mantonis"	10
Rep, "Mad theme villain", occur 11-	10
Rivalry, "Other mad scientists", professional	5
Unluck, 4D6	20

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

ENEMIES

PTS	POWERS	END
3	Demolitions 11-	
3	Electronics 11-	
5	Inventor 14-	
3	KS: Mad Scientists 13-, (INT based)	
3	Mechanics 11-	
2	SC: Entomology 13-, (INT based)	
2	SC: Metallurgy 13-, (INT based)	
2	SC: Robotics 13-, (INT based)	
3	Scientist	
3	Security Systems 13- ==Perks==	
20	Base: Mantis Lair (100pt)	
60	Followers: Termech robots (75pt), 500 # of Followers	
10	Money, wealthy	
10	Vehicle: Mech Mantis (50pt) ==Equipment==	
24	12/12 Armor, OIF(-1/2)	
7	+0 STR Clinging, OIF(-1/2)	
7	11" Gliding, OIF(-1/2)	
10	1D6 HKA, vs physical defense, OIF(-1/2)	
3	+5 PRE, OIF(-1/2)	
7	+1.0 SPD, OIF(-1/2)	
3	+5 STR, OIF(-1/2)	
32	VPP (25), only change between adv, IIF(-1/4)	

222 : **Powers Total**
28 + **Characteristic Total**
250 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 17 SPD: 3/4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 15/ 12 ED/rED 14/ 12
END: 18 STUN: 23 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
0 Kingdom of Champions (410) p168
Name: Doctor Carl Mantonis
Species: Human
Gender: Male

