

NAME: Firewing
PLAYER:

VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
30	Dexterity	x3	10	60
45	Constitution	x2	10	70
15	Body	x2	10	10
20	Intelligence	x1	10	10
20	Ego	x2	10	20
40	Presence	x1	10	30
20	Comeliness	x1/2	10	5
15	Physical Defex	x1	8	7
15	Energy Defens	x1	9	6
7	Speed	x10	4.0	30
22	Recovery	x2	17	10
90	Endurance	x1/2	90	0
78	Stun	x1	58	20
Characteristics Cost:				308

STR Roll: 17-	Run	6"
DEX Roll: 15-	Swim	2"
INT Roll: 13-	Jump	8"
EGO Roll: 13-	Flight	20"
PER Roll: 13-		

Experience: 280

DISADVANTAGES	BASE:	200+PTS
DNPC, "Jacob Lascke", normal, appear 11-		15
Distinctive, "Flaming bronze man", not concealable, major		20
Enraged, "Opponent are dishonorable", common, occur 11-, recover 11-		10
Hunted, "VIPER", as powerful, harsh, appear 8-		10
Hunted, "Mechanon", as powerful, harsh, appear 8-		10
Hunted, "Champions", as powerful, harsh, appear 8-		10
Hunted, "Ultimates", more powerful, harsh, appear 8-		15
Psych Lim, "Unable to cope with Earth", common, moderate		10
Psych Lim, "Code of honor", very common, strong		20
Psych Lim, "Arrogance", very common, strong		20
Psych Lim, "Must triumph in combat", common, moderate		10
Public ID		10
Rep, "Great villain", occur 14-, extreme reputation		20
Vuln, "Magic attacks", uncommon, x2 stun		10

Disadvantages Total : 190
Experience Spent + 280
Total Points = 670

ENEMIES

PTS	POWERS	END
30	EC (30)	
30a)	20" Flight, 0 END(+1/2)	0
40b)	20/20 Force Field, 0 END(+1/2), x1 Hardened (+1/4)	0
20	x32 FTL	
5	Flash Defense, Sight Group	
5	IR Vision	
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	
105	MP (105)	
10u	16D6 EB, 1/2 END(+1/4)	5
10u	12D6 EB, 1/2 END(+1/4), Explosion(+1/2)	5
10u	10D6 EB, 0 END(+1/2), x1 Armor Piercing(+1/2)	0
10u	12D6 EB, 1/2 END(+1/4), Affects Desolid(+1/2)	5
10u	10D6 EB, 0 END(+1/2), Invisible(+1/2), Sight Group	0
==Skills==		
2	AK: Milky Way Galaxy 11-	
4	Lang: English, native accent	
30	3 Levels, all skills	
9	3 Levels: Multipower, tight group	
2	PS: Gladiator 12-	

362 : Powers Total
308 + Characteristic Total
670 = Total Cost

Base OCV:10 Base DCV:10
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: 30 SPD: 7 ECV: 7
Phases - 2 - 4 - 6 7 - 9 - 11 12
PD/rPD 35/ 20 ED/rED 35/ 20
END: 90 STUN: 78 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	

NOTES
Classic Enemies (403) p62
Name: Ariax Thone
Species: Malvan mutata
Gender: Male
Height: 6 feet 6 inches
Hair: Bronze
Eyes: Bronze

