

NAME: Halfjack
PLAYER:

VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
18	Dexterity	x3	10	24
25	Constitution	x2	10	30
20	Body	x2	10	20
8	Intelligence	x1	10	-2
8	Ego	x2	10	-4
20	Presence	x1	10	10
8	Comeliness	x1/2	10	-1
8	Physical Defex	x1	8	0
5	Energy Defens	x1	5	0
5	Speed	x10	2.8	22
13	Recovery	x2	13	0
50	Endurance	x1/2	50	0
55	Stun	x1	53	2
Characteristics Cost:				131

STR Roll: 17-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	28"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 45

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Cyborg", concealable, major		15
Hunted, "Bluejay", less powerful, harsh, appear 11-		10
Hunted, "UNTIL", more powerful, harsh, appear 11-		20
Psych Lim, "Hatred of killing", common, moderate		10
Psych Lim, "Love of robotics", very common, strong		20
Psych Lim, "Hates human half of his body", very common, strong		20
Public ID, "Jack Smith"		10
Rep, "Well-known villain", occur 11-		10
Vuln, "Electrical attacks", uncommon, x1 1/2 body		5
Vuln, "Electrical attacks", uncommon, x2 stun		10

Disadvantages Total : 130
Experience Spent + 45
Total Points = 275

ENEMIES

PTS	POWERS	END
18	12/12 Armor, 11-Activation(-1)	
50	MP (50)	
4u	2 1/2D6 Drain, "STR Drain", fade rate: per minute, 13-16 Charges (0), Ranged(+1/2)	0
5u	10D6 EB, 13-16 Charges (0)	0
5u	3D6+1 RKA, 13-16 Charges(0)	0
25	28" Superleap, x4 Non-Combat ==Skills==	8
11	Disguise 15-	
20	2 Levels, all skills	
2	WF, Small Arms ==Talents==	
4	8 Lack Of Weakness, 11-Activation(-1)	

144 : **Powers Total**
131 + **Characteristic Total**
275 = **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: 18 SPD: 5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 20/ 12 ED/rED 17/ 12
END: 50 STUN: 55 BODY: 20

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) p69
Name: Jack Smith
Species: Human (cyborg)
Gender: Male
Height: 6 feet 3 inches
Weight: 325 pounds
Hair: Blonde
Eyes: Blue

