

NAME: The Jabberrock
PLAYER:

VALUE	CHAR	COST	BASE	PTS
14	Strength	x1	10	4
8	Dexterity	x3	10	-6
60	Constitution	x2	10	100
10	Body	x2	10	0
8	Intelligence	x1	10	-2
8	Ego	x2	10	-4
15	Presence	x1	10	5
6	Comeliness	x1/2	10	-2
20	Physical Defex	1	3	17
20	Energy Defens	x1	12	8
6	Speed	x10	1.8	42
15	Recovery	x2	15	0
46	Endurance	x1/2	120	-37
71	Stun	x1	47	24
Characteristics Cost:				149

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

Experience: 22

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Rock man with flaming eyes", concealable, major		15
Hunted, "Phoenix hero group", more powerful, harsh, appear 8-		15
Psych Lim, "Overconfident", common, moderate		10
Psych Lim, "Devoted to Spectra", common, moderate		10
Psych Lim, "Wants to be the foremost villain of them all", common, total		20
Psych Lim, "Jealous of normal looking people", very common, strong		20
Public ID, "Benjamin Jones"		10
Susc, "2D6 Stun vs. magical Energy Blasts", uncommon, effect is instant, 2D6		10
Susc, "2D6 Body vs. magical Energy Blasts", uncommon, effect is instant, 2D6		10
Susc, "1D6 Stun vs. radiation", uncommon, effect is instant, 1D6		5

Disadvantages Total : 125
Experience Spent + 22
Total Points = 247

ENEMIES

PTS	POWERS	END
10	10/10 Damage Resistance	
18	1D6 RKA, Does no Stun (-3/4), No Knockback (-1/4), Continuous(+1), Uncontrolled(+1/2), Cancel: put out the fire	4
	==Skills==	
30	3 Levels, all skills	
10	2 Levels: Martial Arts, related group	
4	Martial Block	
4	Martial Dodge	
4	M Strike	
3	Martial Throw	
5	Off Strike	
	==Talents==	
10	11- Find Weakness, Desc: Martial Strike	

98 : **Powers Total**
149 + **Characteristic Total**
247 = **Total Cost**

Base OCV: 3 Base DCV: 3
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	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	4 1/2D6
Martial Throw	1/2	+0	+1	2 1/2D6 + v/5
Off Strike	1/2	-2	+1	6 1/2D6

Range	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 8 SPD: 6 ECV: 3
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 20/ 10 ED/rED 20/ 10
END: 46 STUN: 71 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
Enemies III (16) p25
Name: Benjamin Jones
Species: Human mutate
Gender: Male