NAME: Monoscream PLAYER:				Base OCV: 5 Bas Adjustment + Adjust
VALUE CHAR COST BASE 1 11/17 Strength x1 10 14 Dexterity x3 10	PTS 1 12			Final OCV = Final
11/13 Constitution x2 10 7/9 Body x2 10 10 Intelligence x1 10	2 -6 0	PIAV WILL THIS 100		Maneuver Phase OCV DCV Block 1/2 +0 +0 Brace 0 +2 1/2
11/13 Ego x2 10 11/17 Presence x1 10 10 Comeliness x1/2 10	2 1 0	PTS POWERS 15 EC (15) 15a) 10/10 Armor	END	Disarm 1/2 -2 +0 Dodge 1/2 +0 +3 Grab 1/2 -1 -2
3/10 Physical Defex1 3 3/10 Energy Defensx1 3	1	30b) 3 LVLS Shrinking (0.25m, 200g, +6 DCV, +9		Haymaker 1/2 +0 -5 Move By 1/2 -2 -2
4 Speed x10 2.4 5/9 Recovery x2 6 24/40 Endurance x1/2 26	16 2 1	KB),Always On(-1/2),(END Persistent(+1) 15 Life Support,safe in		Move Through 1/2 -v/5 -3 Set 1 +1 +0
20/32 Stun x1 25 Characteristics Cost:	1 34	<pre>vacuum/pressure,safe in radiation,safe in heat/cold,immune to</pre>		Rang <4 <8 <16 <32 RMod -0 -2 -4 -6
STR Roll: 12- Run DEX Roll: 12- Swim	5 " 9 "	disease,immune to aging		DEX: 14 SPD: 4 Phases - 3 - 6 -
INT Roll: 11- EGO Roll: 12- PER Roll: 11-	3 "	15 Life Support, doesn't breathe, Usable By Others(+1/2), doesn't		PD/rPD 20/ 10 ED/rED
Experience: 0		lose power 5 Radio XMIT/REC -10 1" Running	0	END: 40 STUN: 32
DISADVANTAGES BASE: 200+1 Distinctive, "Duck-like	PTS 5	-1 1" Swimming ==Perks==	0	3D6 Loc StunX NStun Body
laugh", easily concealable, minor Distinctive, "Talking	15	1 8- Contact: Criminal Underworld ==Skills==		3-5 Head x5 x2 x2 6 Hands x1 x1/2 x1/2 7-8 Arms x2 x1/2 x1/2
rebreather/mech platypus",not		6 2 Levels: BMOG weapons, tight group		9 Shoulders x3 x1 x1 10-11 Chest x3 x1 x1
concealable, minor Enraged, "If Boss is hurt", uncommon, occur 14-,	10	3 Navigation 11- 0 PS: Villainous Sidekick 8-		12 Stomach x4 x1 1/2 x1 13 Vitals x4 x1 1/2 x2 14 Thighs x2 x1 x1
recover 11- Hunted, "Enemies of Boss", as powerful, harsh, appear	15	<pre>3 Streetwise 12- 3 Survival 11- ==Equipment==</pre>		15-16 Legs x2 x1/2 x1/2 17-18 Feet x1 x1/2 x1/2
11- Normal Stats	20	108 PKG, "Front Saw", OAF		NOTES Updated January 20th,
Physical Lim, "Small", infrequently, greatly Psych Lim, "Cowardly",	10 15	(90) 6D6 HKA,x1 Armor Piercing(+1/2),0 END (+1/2)	0	Mathew R. Ignash Code name: Monoscream
common,strong Psych Lim, "Greedy",common,	15	<pre>(2) 2 Levels: Chainsaws (3) +2" Running,0 END</pre>		Function: Villainous Motto: "You want I sh
strong Psych Lim, "Violent", common, strong	15	(+1/2) (3) +4" Swimming, 0 END (+1/2)		Team: Paraxxoids Partner: Boss
Rep, "Villainous sidekick", occur 11- Unluck, 2D6	10	(1) +3 STR (1) +1 CON (1) +1 BODY		Species: Platypus-Typ Gender: Male Age: Unknown
Watched, "Boss", more powerful, mild, appear 14-	10	(1) +1 EGO (1) +3 PRE		YAC. OHVHOMH
		(1) +3 PD (1) +3 ED (1) +1 REC		
		(1) +6 END (1) +3 STUN		
		108 PKG, "Rear Saw", OAF(-1 (90) 6D6 HKA, 0 END(+1/2), 2 Armor Piercing(+1/2)	1) s1 0	
		(2) 2 Levels: Chainsaws (3) +2" Running,0 END		
		(+1/2) (3) +4" Swimming, 0 END (+1/2)	0	
		(1) +3 STR (1) +1 CON (1) +1 BODY	0	
		(1) +1 EGO (1) +3 PRE		
Experience Spent +	150 0 350	<pre>(1) +3 PD 316 : Powers Total 34 + Characteristic Tota 350 = Total Cost</pre>	al	

NAME: Monoscream

Base OCV: 5 Base DCV:
Adjustment + Adjustment +
Final DCV = Base DCV: 5

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	

2 < 64 < 128 -8 -10

ECV: 4 - 9 - - 12 D 20/ 10 BODY:7/9

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	Shoulder	s 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	

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Sidekick should cut ss?"

rpe BMOG



DISADVANTAGES PTS	PTS	POWERS	END	PTS	POWERS	END
	(1) (1)	+3 ED +1 REC				
	(1)	+6 END +3 STUN				
	,					