

NAME: Panda
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
21	Dexterity	x3	10	33
23	Constitution	x2	10	26
12	Body	x2	10	4
10	Intelligence	x1	10	0
21	Ego	x2	10	22
20	Presence	x1	10	10
20	Comeliness	x1/2	10	5
15	Physical Defex	x1	3	12
15	Energy Defens	x1	5	10
7	Speed	x10	3.1	39
10	Recovery	x2	8	4
60	Endurance	x1/2	46	7
35	Stun	x1	32	3
Characteristics Cost:				180

STR Roll: 12-	Run	16"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	3"
EGO Roll: 13-		
PER Roll: 11-		

Experience: 56

DISADVANTAGES	BASE:	200+PTS
Distinctive,"Detects as a mutant",easily concealable,major		10
Distinctive,"Panda ears",easily concealable,major		10
Hunted,"STOP (Brit Super Agents)",as powerful,harsh,appear 8-		10
Hunted,"Quantum",as powerful,harsh,appear 8-		10
Hunted,"PSI",more powerful,harsh,appear 11-		20
Psych Lim,"Fear of guns",common,moderate		10
Psych Lim,"Likes to taunt people",common,moderate		10
Psych Lim,"In love with Raccoon",common,strong		15
Susc,"Power Drains",very common,effect is instant,2D6		20

Disadvantages Total : 115
Experience Spent + 56
Total Points = 371

CRUSHER GANG

PTS	POWERS	END
60	MP (60)	
12m	6D6 Ego Attack	6
2u	24 Mental Defense	
20	16" Running	3
==Skills==		
3	Acrobatics 13-	
3	Breakfall 13-	
8	Damage Class +2DC	
30	3 Levels,all skills	
4	Martial Block	
4	Martial Dodge	
4	M Strike,"Punch"	
3	Martial Throw	
5	Off Strike,"Kick"	
3	Stealth 13-	
==Talents==		
30	16- Danger Sense,any attack	

191 : **Powers Total**
180 + **Characteristic Total**
371 = **Total Cost**

Base OCV: 7 Base DCV: 7
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	7D6
Martial Throw	1/2	+0	+1	5D6 + v/5
Off Strike	1/2	-2	+1	9D6

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

DEX: 21 SPD: 7 ECV: 7
Phases - 2 - 4 - 6 7 - 9 - 11 12
PD/rPD 15/ 0 ED/rED 15/ 0
END: 60 STUN: 35 BODY: 12

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) p46
Name: Ginger Hobart
Species: Human mutant
Gender: Female
Height: 5 feet 8 inches
Weight: 100 pounds
Hair: Red
Eyes: Auburn

