

NAME: Powerhouse
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30	Strength	x1	10	20
23	Dexterity	x3	10	39
28	Constitution	x2	10	36
10	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
25	Presence	x1	10	15
18	Comeliness	x1/2	10	4
20	Physical Defex	x1	6	14
18	Energy Defens	x1	6	12
5	Speed	x10	3.3	17
12	Recovery	x2	12	0
56	Endurance	x1/2	56	0
41	Stun	x1	39	2
Characteristics Cost:				159

STR Roll: 15-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 11-	Jump	6"
EGO Roll: 11-	Flight	11"
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Giant", not concealable, major		20
Enraged, "when Humiliated", uncommon, occur 11-, recover 8-	10	
Hunted, "by VIPER", more powerful, non-combat influence, harsh, appear 8-	20	
Hunted, "by Ogre", as powerful, harsh, appear 8-	10	
Psych Lim, "Overconfident", very common, strong	20	
Psych Lim, "Loves To Fight", common, strong	15	
Psych Lim, "Egotistical", common, moderate	10	
Public ID	10	
Rep, "Handsome Villain", occur 8-	5	
Susc, "Microwaves", uncommon, per turn, 1D6	10	
Unluck, 2D6	10	
Vuln, "Sonic Attacks", uncommon, x2 stun	10	

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250

CRUSHER GANG

PTS	POWERS	END
5	5/5 Damage Resistance	
13	2 LVLS Density Increase (Magnetism) (400kg, +10 STR, -2KB, +2 PD/ED), Always On (-1/2), 0 END Persistent(+1)	
22	11" Flight	
20	3 LVLS Growth (Magnetism) (4m, 800kg, +3 BODY/STUN, -2 DCV, +15 STR, -3 KB), Always On (-1/2), 0 END Persistent(+1)	
5	Life Support, breathe env: Water	
3	Martial Throw, "Slam" ==Skills==	
3	KS: Baseball 12-	
3	KS: Football 12-	
3	KS: Wrestling 12-	
2	1 Levels	
5	1 Levels, related group	
4	Martial Block, "Reversal"	
3	Martial Grab, "Hold"	

91 : Powers Total
159 + Characteristic Total
250 = Total Cost

Base OCV: 8 Base DCV: 8
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	
0 Martial Throw	1/2	+0	+1	6D6 + v/5
2 Martial Block	1/2	+2	+2	
Martial Grab	1/2	-1	-1	40 STR

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

0 DEX: 23 SPD: 5 ECV: 3
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 20/ 5 ED/rED 18/ 5
END: 56 STUN: 41 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
Champions pC30
Sex: Male
Team: Crusher Gang

