

**NAME:** Power Crusher  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
40	Strength	x1	10	30
23	Dexterity	x3	10	39
28	Constitution	x2	10	36
10	Body	x2	10	0
10	Intelligence	x1	10	0
11	Ego	x2	10	2
18	Presence	x1	10	8
12	Comeliness	x1/2	10	1
26	Physical Defex	x1	8	18
24	Energy Defens	x1	6	18
5	Speed	x10	3.3	17
14	Recovery	x2	14	0
56	Endurance	x1/2	56	0
44	Stun	x1	44	0
<b>Characteristics Cost:</b>				169

<b>STR Roll:</b> 17-	Run	9"
<b>DEX Roll:</b> 14-	Swim	2"
<b>INT Roll:</b> 11-	Jump	8"
<b>EGO Roll:</b> 11-		
<b>PER Roll:</b> 11-		

**Experience:** 64

DISADVANTAGES	BASE:	100+PTS
Hunted, "VIPER", more powerful, harsh, appear	8-	15
Hunted, "San Francisco superhero group", more powerful, harsh, appear	8-	15
Psych Lim, "Toys with opponents", common, moderate		10
Psych Lim, "Loves to fight", common, moderate		10
Psych Lim, "Disdains firearms", common, moderate		10
Psych Lim, "Greedy", common, moderate		10
Secret ID, "Gordon Donovan"		15
Unluck, 3D6		15
Vuln, "Electrical attacks", uncommon, x1 1/2 stun		5
Vuln, "Electrical attacks", uncommon, x1 1/2 body		5
Vuln, "Poisons, gas attacks", uncommon, x2 stun		10

**Disadvantages Total :** 120  
**Experience Spent +** 64  
**Total Points =** 284

# CRUSHER GANG

PTS	POWERS	END
6	9" Running	2
==Skills==		
10	2 Levels: Punch, Drain, Transfer, related group	
==Equipment==		
9	13/13 Damage Resistance, OIF(-1/2)	
63	MP (94), "Gauntlets", OIF(-1/2)	
4u	6D6 Drain, "vs. SPD"	6
4u	5D6 Transfer, "vs. STR", fade rate: per minute, 7-8 Charges (-1/2)	0
4u	6D6 Transfer, "vs. DEX", 5-6 Charges(-3/4)	0
4u	6D6 Transfer, "vs. CON", 5-6 Charges(-3/4)	0
4u	6D6 Transfer, "vs. PD/ED", 5-6 Charges (-3/4)	0
7	10 Power Defense, OIF (-1/2)	

115 : **Powers Total**  
169 + **Characteristic Total**  
284 = **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	

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

DEX: 23	SPD: 5	ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12		
PD/rPD 26/ 13	ED/rED 24/ 13	
END: 56	STUN: 44	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**  
Classic Enemies p82  
Name: Gordon Donovan  
Species: Human mutant  
Gender: Male  
Team: Crusher Gang

