

NAME: Purifier
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30	Strength	x1	10	20
20	Dexterity	x3	10	30
15	Constitution	x2	10	10
10	Body	x2	10	0
13	Intelligence	x1	10	3
18	Ego	x2	10	16
20	Presence	x1	10	10
10	Comeliness	x1/2	10	0
8	Physical Defex	x1	6	2
6	Energy Defens	x1	3	3
5	Speed	x10	3.0	20
10	Recovery	x2	9	2
30	Endurance	x1/2	30	0
33	Stun	x1	33	0
Characteristics Cost:				116

STR Roll: 15-	Run	7"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	6"
EGO Roll: 13-		
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	135+PTS
Enraged, "Humiliated or loosing fight to an inferior", common, occur 11-, recover 11-		10
Enraged, "Hurt by a killing attack", uncommon, occur 11-, recover 14-		5
Hunted, "Sentinels", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "UNTIL", more powerful, non-combat influence, harsh, appear 8-		20
Psych Lim, "Arrogant", common, moderate		10
Psych Lim, "WASP bigot", common, moderate		10
Psych Lim, "Hates & hunts Ambrosia", uncommon, strong		10
Psych Lim, "Fanatic mutant hunter", common, total		20
Rep, "Mutant killer", occur 11-, extreme reputation		15
Susc, "Strong magnetic fields", uncommon, per minute, 1D6		5
Unluck, 2D6		10
Watched, "Genocide", as powerful, non-combat influence, harsh, appear 11-		10
Disadvantages Total : 145		
Experience Spent + 0		
Total Points = 280		

ENEMIES

PTS	POWERS	END
3	+0 Detect, "Mutant"	
5	Discriminatory, Detect	
5	Flash Defense, Sight Group	
5	IR Vision	
5	9 Mental Defense	
5	Range, Detect	
2	7" Running	1
7	30 STR, 1/2 END (+1/4) ==Skills==	0
3	Acrobatics 13-	
3	Breakfall 13-	
3	Interrogation 13-	
4	Killing Strike, "Chop"	
2	KS: Karate 11-	
3	1 Levels: Martial Arts, tight group	
3	1 Levels: Pistols, tight group	
3	Lockpicking 13-	
4	Martial Block	
4	Martial Disarm	
4	Martial Dodge	
4	M Strike, "Punch"	
5	Off Strike, "Kick"	
0	PS: Bank Manager 8-	
3	Shadowing 11-	
3	Stealth 13-	
	==Equipment==	
16	8/8 Armor, OIF(-1/2)	
22	MP (45), "Pistol", OAF (-1)	
2u	6D6 EB, vs physical defense, x1 Armor	
	Piercing(+1/2), 13-16 Charges(0)	0
2u	3D6 RKA, vs physical defense, 13-16 Charges(0)	
25	MP (50), "Neutralizer", OAF(-1)	
2u	2D6 Drain, fade rate: per day, vs SFX (one power), 13-16 Charges(0)	
2u	8D6 Suppress, "Single Mutant Power", vs SFX (one power), 7-8 Charges(0), continuing, duration: 1 turn	0
5	10 Power Defense, 14-Activation(-1/2), OIF (-1/2)	

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	
Killing Strike	1/2	-2	+0	1D6+1
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	40 STR
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	8D6
Off Strike	1/2	-2	+1	10D6

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

DEX: 20 SPD: 5 ECV: 6
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 16/ 8 ED/rED 14/ 8
END: 30 STUN: 33 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
0 Champions of the North (419)
p110
Name: Robert Grant Cory
Species: Human (cyborg)
Gender: Male
Height: 6 feet 1 inches
Weight: 90kg
Hair: Brown
Eyes: Dark brown
Team: Genocide

164 : Powers Total
116 + Characteristic Total
280 = Total Cost