

NAME: Ripper
PLAYER:

VALUE	CHAR	COST	BASE	PTS
10/50	Strength	x1	10	0
10/18	Dexterity	x3	10	0
10/30	Constitution	x2	10	0
10/18	Body	x2	10	0
10	Intelligence	x1	10	0
10	Ego	x2	10	0
10/25	Presence	x1	10	0
2	Comeliness	x1/2	10	-4
2/20	Physical Defex	x1	2	0
2/20	Energy Defens	x1	2	0
2/4	Speed	x10	2.0	0
4/16	Recovery	x2	4	0
20/50	Endurance	x1/2	20	0
20/52	Stun	x1	20	0
Characteristics Cost:				-4

STR Roll: 19-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 11-	Jump	20"
EGO Roll: 11-		
PER Roll: 11-		

Experience: 18

DISADVANTAGES	BASE:	100+PTS
Berserk, "In battle", common, occur 14-, recover 11-		25
Distinctive, not concealable, extreme		25
Hunted, "US Army", more powerful, harsh, appear 8-		15
Psych Lim, "Loves to fight", common, strong		15
Psych Lim, "Casual killer", common, strong		15
Public ID		10
Rep, "Casual killer", occur 8-, extreme reputation		10

Disadvantages Total : 115
Experience Spent + 18
Total Points = 233

ENEMIES

PTS	POWERS	END
20	3 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1) ==Skills==	0
9	3 Levels: w/Punch, Grab, Haymaker, tight group	
	==Equipment==	
208	PKG, "Armor Suit", OIF (-1/2)	4
(30)	20/20 Armor, 14- Activation(-1/2)	
(5)	+5 BODY, doesn't add to figured	
(20)	+20 CON, doesn't add to figured	
(12)	+8 DEX, "Armor Suit", doesn't add to figured	
(10)	+30 END	
(12)	+18 ED	
(7)	Life Support, doesn't breathe	
(12)	+18 PD	
(10)	+15 PRE	
(16)	+12 REC	
(13)	2 BODY Regen	
(13)	+2.0 SPD	
(10)	+30 STR, doesn't add to figured, 4 Charges(-1)	0
(12)	+25 STR, doesn't add to figured	2
(19)	+29 STUN	3
(7)	+10" Superleap	

237 : **Powers Total**
-4 + **Characteristic Total**
233 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 18 SPD: 2/4 ECV: 3
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 40/ 20 ED/rED 40/ 20
END: 50 STUN: 52 BODY: 18

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) p85
Species: Human mutate
Gender: Male

