

NAME: STRIKE 2
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15/40	Strength	x1	10	5
15/23	Dexterity	x3	10	15
15/30	Constitution	x2	10	10
12	Body	x2	10	4
15	Intelligence	x1	10	5
11	Ego	x2	10	2
15	Presence	x1	10	5
10	Comeliness	x1/2	10	0
5/10	Physical Defex	x1	8	4
3/6	Energy Defens	x1	6	0
3/5	Speed	x10	3.3	5
6/14	Recovery	x2	14	0
30/80	Endurance	x1/2	60	0
28/47	Stun	x1	47	0
Characteristics Cost:				55

STR Roll: 17-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	8"
EGO Roll: 11-	Flight	20"
PER Roll: 12-		

Experience: 79

DISADVANTAGES	BASE:	100+PTS
Hunted, "New Knights", more powerful, harsh, appear 8-		15
Hunted, "UNTIL", more powerful, harsh, appear 8-		15
Normal Stats		20
Psych Lim, "Total loyalty to Master Control and the STRIKES", common, total		20
Psych Lim, "Cocky, arrogant", common, strong		15
Rep, "Ruthless enforcer", occur 8-, extreme reputation		10
Secret ID, "Hans Krueger"		15
Vuln - x2 from mental powers, OIF		13
Watched, "Master Control", more powerful, harsh, appear 11-		10

Disadvantages Total : 133
Experience Spent + 79
Total Points = 312

ENEMIES

PTS	POWERS	END
==Skills==		
3	Computer Programming 12-	
8	1 Levels, all combat	
4	Martial Dodge	
4	M Strike	
3	Martial Throw	
5	Off Strike	
2	PS: Security Specialist 12-	
6	2 Rng Levels, all ranged attacks	
3	Stealth 14-	
3	Streetwise 12-	
3	Trading 12-	
==Equipment==		
40	MP (60), OIF(-1/2)	
4u	12D6 EB (Fire), "Plasma Cannon"	6
3u	4D6 Entangle, "Force Bonds"	4
4u	5D6 Flash (Light), Sight Group	6
4u	Invisibility, Radar, Sight Group, Hearing Group, 0 END(+1/2)	0
4u	4D6 RKA (Light), "Laser"	6
154	PKG, "Suit", OIF(-1/2)	6
(30)	15/15 Armor	
(20)	+15 CON	
(16)	+8 DEX	
(7)	+20 END	
(33)	20" Flight, x8 Non-Combat	4
(13)	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold	
(10)	Radar Sense	
(8)	+1.2 SPD	
(17)	+25 STR	2

257 : **Powers Total**
55 + **Characteristic Total**
312 = **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	
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	10D6
Martial Throw	1/2	+0	+1	8D6 + v/5
Off Strike	1/2	-2	+1	12D6

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

DEX: 23 SPD: 3/5 ECV: 4
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 25/ 15 ED/rED 21/ 15
END: 80 STUN: 47 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
High Tech Enemies (422) p30
Name: Hans Krueger
Species: Human
Gender: Male
Team: Master Control

