

NAME: Tank
PLAYER:

VALUE	CHAR	COST	BASE	PTS
60	Strength	x1	10	50
20	Dexterity	x3	10	30
25	Constitution	x2	10	30
15	Body	x2	10	10
15	Intelligence	x1	10	5
14	Ego	x2	10	8
15	Presence	x1	10	5
12	Comeliness	x1/2	10	1
22	Physical Defex	x1	12	10
15	Energy Defens	x1	5	10
4	Speed	x10	3.0	10
17	Recovery	x2	17	0
50	Endurance	x1/2	50	0
63	Stun	x1	58	5
Characteristics Cost:				174

STR Roll: 21-	Run	10"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	12"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 58

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Bulky frame", easily concealable, minor		5
Hunted, "Commander", as powerful, harsh, appear		11-
Physical Lim, "No real memories", infrequently, slightly		5
Psych Lim, "Protective of others", common, moderate		10
Psych Lim, "Curious", common, moderate		10
Psych Lim, "Loyal to Matrix", common, strong		15
Secret ID		15
Watched, "Matrix", more powerful, non-combat influence, harsh, appear		14-

Disadvantages Total : 90
Experience Spent + 58
Total Points = 348

ALLIES™

PTS	POWERS	END
6	Life Support, immune to disease, immune to aging	
5	1 BODY Regen, recovery rate: per 5 hours	
8	10" Running	2
==Skills==		
5	Combat Driving 14-	
5	Combat Piloting 14-	
32	4 Levels, all combat	
==Equipment==		
113	PKG, "Suit", OIF(-1/2)	
(48)	24/24 Armor	
(7)	5 Levels: Blasters	
(3)	Radio XMIT/REC	
(45)	2D6 RKA, 65-125 Charges(+3/4), x5	
	Autofire(+1/2)	0
(10)	60 STR, 1/2 END(+1/4)	0

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	

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

DEX: 20 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 46/ 24 ED/rED 39/ 24
END: 50 STUN: 63 BODY: 15

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
Name: Tank Fisher
Species: Human mutate
Gender: Male
Team: DNAgents



174 : Powers Total
174 + Characteristic Total
348 = Total Cost