

NAME: Zen Eagle (AL p39)
PLAYER:

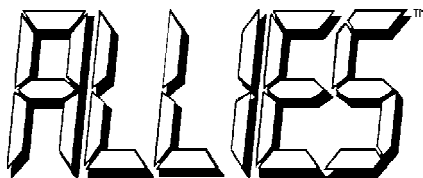
VALUE	CHAR	COST	BASE	PTS
13/25	Strength	x1	10	3
15/20	Dexterity	x3	10	15
15/19	Constitution	x2	10	10
11/13	Body	x2	10	2
13	Intelligence	x1	10	3
15	Ego	x2	10	10
10/20	Presence	x1	10	0
14	Comeliness	x1/2	10	2
6/9	Physical Defex	x1	5	3
6/8	Energy Defens	x1	4	3
3/6	Speed	x10	3.0	5
6/9	Recovery	x2	9	0
30/38	Endurance	x1/2	38	0
26/36	Stun	x1	36	0
Characteristics Cost:				56

STR Roll: 14-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 12-	Jump	5"
EGO Roll: 12-	Flight	15"
PER Roll: 12-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "When takes electrical damage", uncommon, occur 8-		5
DNPC, "Orphans", incompetent, appear 11-		20
Distinctive, "Kung Fu style disadvantage", concealable, minor		10
Hunted, "The Corruption Empire", as powerful, harsh, appear 8-		10
Hunted, "Zen Scorpion", as powerful, harsh, appear 8-		10
Psych Lim, "Loyal to ZenCorp", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Infatuated with Zen Mouse", common, strong		15
Psych Lim, "Slightly vain", uncommon, moderate		5
Rep, "Japanese hero", occur 8-		5
Secret ID, "Washi Kogane"		15
Unluck, 2D6		10
Watched, "ZenCorp", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 0
Total Points = 250



PTS	POWERS	END
24	10/10 Armor, Only In Hero ID(-1/4)	
3	+2 BODY, Only In Hero ID(-1/4)	
6	+4 CON, Only In Hero ID(-1/4)	
0	+0 END, Only In Hero ID(-1/4)	
1	+1 ED, Only In Hero ID(-1/4)	
30	15" Flight, Only In Hero ID(-1/4), 1/2 END (+1/4)	2
12	+5 DEX, Only In Hero ID(-1/4)	
1	+1 PD, Only In Hero ID(-1/4)	
8	+10 PRE, Only In Hero ID(-1/4)	
20	+2.5 SPD, Only In Hero ID(-1/4)	
10	+12 STR, Only In Hero ID(-1/4)	1
==Perks, Skills & Talents==		
3	Acrobatics 13-	
3	Breakfall 13-	
3	Combat Piloting 13-	
2	KS: Aircraft 11-	
1	KS: Kung Fu 8-	
3	KS: ZenCorp 12-	
4	Lang: English, fluent w/accent, literacy	
12	4 Levels: w/ Kung Fu, tight group	
1	License for Profession	
10	2D6 Luck	
4	Martial Block	
4	Martial Dodge	
4	Nerve Strike	
3	Martial Throw	
5	Money	
3	Navigation 11-	
5	Off Strike, "Kick"	
1	Passport	
3	PS: Pilot 12-	
2	TF, Air Vehicles	
==Equipment==		
3	Instant Change, "watch", OIF(-1/2)	

194 : **Powers Total**
56 + **Characteristic Total**
250 = **Total Cost**

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	
Martial Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
Nerve Strike	1/2	-1	+1	2D6
Martial Throw	1/2	+0	+1	5D6 + v/5
Off Strike	1/2	-2	+1	9D6

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

DEX: 20 SPD: 3/6 ECV: 5
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 19/ 10 ED/rED 18/ 10
END: 38 STUN: 36 BODY: 13

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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