

NAME: Zen Rhino (AL p37)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
20/40	Strength	x1	10	10
13	Dexterity	x3	10	9
15/20	Constitution	x2	10	10
12/14	Body	x2	10	4
10	Intelligence	x1	10	0
13	Ego	x2	10	6
15/25	Presence	x1	10	5
10	Comeliness	x1/2	10	0
4/16	Physical Defex	x1	8	0
4/9	Energy Defens	x1	4	1
3/6	Speed	x10	2.3	7
7/12	Recovery	x2	12	0
30/40	Endurance	x1/2	40	0
30/45	Stun	x1	44	0
Characteristics Cost:				52

STR Roll: 17-	Run	16"
DEX Roll: 12-	Swim	2"
INT Roll: 11-	Jump	8"
EGO Roll: 12-		
PER Roll: 11-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Accidental Chg, "Takes electrical damage", uncommon, occur 8-		5
DNPC, "Orphans", incompetent, appear 11-		20
Distinctive, "Big", concealable, minor		10
Distinctive, "Sumo style Disad", concealable, minor		10
Hunted, "Zen Scorpion", as powerful, harsh, appear 8-		10
Hunted, "The Corruption Empire", as powerful, harsh, appear 8-		10
Psych Lim, "Art lover", common, strong		15
Psych Lim, "Loyal to ZenCorp", common, strong		15
Psych Lim, "Reluctant to kill", common, moderate		10
Rep, occur 8-		5
Secret ID, "Sai Kokudo"		15
Unluck, 2D6		10
Watched, "ZenCorp", more powerful, non-combat influence, harsh, appear 14-		15

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

ALLIES™

PTS	POWERS	END
36	15/15 Armor, Only In Hero ID(-1/4)	
3	+2 BODY, Only In Hero ID(-1/4)	
8	+5 CON, Only In Hero ID(-1/4)	
9	+5 DEX, doesn't add to figured, Only In Hero ID(-1/4)	
3	+4 ED, Only In Hero ID(-1/4)	
8	10 Flash Defense, Sight Group, Only In Hero ID(-1/4)	
8	5" KB Resist, Only In Hero ID(-1/4)	
8	10 Lack Of Weakness, Only In Hero ID(-1/4)	
6	+8 PD, Only In Hero ID(-1/4)	
8	+10 PRE, Only In Hero ID(-1/4)	
16	+10" Running, Only In Hero ID(-1/4)	2
24	+3.0 SPD, Only In Hero ID(-1/4)	
16	+20 STR, Only In Hero ID(-1/4)	2
1	+1 STUN, Only In Hero ID(-1/4)	
	==Perks==	
2	11- Contact: Art Gallery Owner	
1	Passport	
	==Skills==	
3	Acrobatics 12-	
3	Breakfall 12-	
4	Fast Strike, "Slap"	
3	Grappling Throw	
4	KS: Fine Arts 13-	
1	KS: Sumo 8-	
2	KS: ZenCorp 11-	
3	Lang: English, fluent conversation, literacy	
3	1 Levels: Sumo, tight group	
3	Martial Grab	
3	PS: Painter 12-	
4	Root	
	==Talents==	
5	Defense Maneuver	

198 : **Powers Total**
 52 + **Characteristic Total**
 250 = **Total Cost**

Base OCV: 4 Base DCV: 4
 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	
Fast Strike	1/2	+2	+0	10D6
Grappling Throw	1/2	+0	+2	10D6
Martial Grab	1/2	-1	-1	50 STR
Root	1/2	+0	+0	55 STR

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

DEX: 13 SPD: 3/6 ECV: 4
 Phases - 2 - 4 - 6 - 8 - 10 - 12
 PD/rPD 31/ 15 ED/rED 24/ 15
 END: 40 STUN: 45 BODY: 14

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

