

<b>NAME:</b> Desolataur				
<b>PLAYER:</b>				
<b>VALUE</b>	<b>CHAR</b>	<b>COST</b>	<b>BASE</b>	<b>PTS</b>
40/45	Strength	x1	10	30
14	Dexterity	x3	10	12
20	Constitution	x2	10	20
15	Body	x2	10	10
18	Intelligence	x1	10	8
23	Ego	x2	10	26
25	Presence	x1	10	15
2	Comeliness	x1/2	10	-4
18/19	Physical Defex	x1	8	10
14/15	Energy Defens	x1	4	10
4	Speed	x10	2.4	16
13	Recovery	x2	12	2
44	Endurance	x1/2	40	2
47	Stun	x1	45	2
<b>Characteristics Cost:</b>				159

<b>STR Roll:</b> 18-	Run	12"
<b>DEX Roll:</b> 12-	Swim	2"
<b>INT Roll:</b> 13-	Jump	9"
<b>EGO Roll:</b> 14-		
<b>PER Roll:</b> 13-		

**Experience:** 375

<b>DISADVANTAGES</b>	<b>BASE:</b> 200+ <b>PTS</b>
Distinctive, "Adept", easily concealable, minor	5
Distinctive, "Space Demon", not concealable, extreme	25
Enraged, "If tricked", uncommon, occur 14-, recover 11-	10
Hunted, "Various demon rivals", as powerful, harsh, appear 8-	10
Hunted, "Grand Protector Armada", less powerful, harsh, appear 11-	10
Psych Lim, "Power hungry", common, strong	15
Psych Lim, "Vengeful", common, strong	15
Psych Lim, "Cannot lie to mortals", common, total	20
Rep, "Evil", occur 14-, extreme reputation	20
Rivalry, "Other ancient powers", professional	5
Vuln, "Magic items", uncommon, x2 stun	10
Vuln, "Magic items", uncommon, x1 1/2 body	5
<b>Disadvantages Total :</b> 150	
<b>Experience Spent +</b> 375	
<b>Total Points =</b> 725	



**PLAY WITH THIS TOO**

<b>PTS</b>	<b>POWERS</b>	<b>END</b>
45	15/15 Armor	
7	1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
50	EC (50), "Demon Powers"	
50a)	15D6 EB, "Purple Fire Breath", Incantation (-1/4), 0 END(+1/2)	0
41b)	3D6 HKA, "Horns", vs physical defense, IIF (-1/4), Double Knockback(+3/4), 0 END (+1/2)	0
35	X-D Move, Trigger (+1/4), Desc: When taken to below 0 BODY. , 0 END(+1/2)	0
30	Life Support, doesn't breathe, doesn't eat/sleep/excrete, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to aging	
6	1 BODY Regen, recovery rate: per hour	
18	12" Running, 1/2 END (+1/4)	1
82	VPP (55), "Magic" ==Perks==	
30	Followers: D-Mon (150pt)	
5	Member of Aristocracy ==Skills==	
7	KS: Ancient Knowledge 17-, (INT based)	
21	7 Levels: Sword, Horns and Rifles, tight group	
9	Magic 17-	
3	Persuasion 14-	
3	Tactics 13-	
2	WF, Swords, Rifles ==Talents==	
20	11- Universal Translator ==Equipment==	
10	5/5 Armor, OIF(-1/2)	
90	6D6 HKA, "Night Silence Sword", vs physical defense, OAF(-1), 0 END (+1/2), x1 Armor Piercing(+1/2)	0
2	Radio XMIT/REC, OAF(-1)	
<b>566 : Powers Total</b>		
<b>159 + Characteristic Total</b>		
<b>725 = Total Cost</b>		

Base OCV: 5      Base DCV: 5  
 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	

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

DEX: 14      SPD: 4      ECV: 8  
 Phases - - 3 - - 6 - - 9 - - 12  
 PD/rPD 39/ 20      ED/rED 35/ 20  
 END: 44      STUN: 47      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**  
 Updated January 21st, 2017 by Mathew R. Ignash.  
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 Code name: Desolataur  
 Motto: "We are the balance of creation."  
 Team: None  
 Partner: D-Mon  
 Species: Space Demon  
 Gender: Male  
 Age: Unknown

