

NAME: Goldminer
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15/30	Strength	x1	10	5
18	Dexterity	x3	10	24
18	Constitution	x2	10	16
14	Body	x2	10	8
20	Intelligence	x1	10	10
15	Ego	x2	10	10
14	Presence	x1	10	4
14	Comeliness	x1/2	10	2
10/13	Physical Defexl		5	7
11/12	Energy Defensxl		4	7
4	Speed	x10	2.8	12
10/12	Recovery	x2	9	6
36	Endurance	x1/2	36	0
31/36	Stun	x1	36	0
Characteristics Cost:				111

STR Roll: 15-	Run	12"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	6"
EGO Roll: 12-	Flight	4"
PER Roll: 13-		

Experience: 55

DISADVANTAGES	BASE:	200+PTS
DNPC,"Innocents in need of saving",incompetent, appear 11-		20
Distinctive,"Aegis homing beacon",easily concealable,minor		5
Distinctive,"Aegis armor",easily concealable,major		10
Hunted,"Various Heretics",as powerful,harsh,appear 11-		15
Psych Lim,"Believes in mysticism",common,strong		15
Psych Lim,"Friendly",common,moderate		10
Psych Lim,"Protective of friends",common,strong		15
Psych Lim,"Honorable",common,strong		15
Rep,"Intergalactic hero",occur 14-,extreme reputation		20
Rivalry,"Strikers",professional,in superior position		10
Watched,"Grand Protector Armada",more powerful,non-combat influence,harsh,appear 14-		15

Disadvantages Total : 150
Experience Spent + 55
Total Points = 405



PLAY WITH THIS TOO

PTS	POWERS	END
2	LS - Slow Aging	
	==Perks==	
30	Followers: R-Tool (150pt)	
5	Intl Police Powers	
	==Skills==	
3	Demolitions 11-	
3	Navigation 11-	
3	SC: Geology 13-, (INT based)	
3	Survival 11-	
3	Systems Operation 13-	
2	TF,Space Vehicles	
5	WF,Swords,Small Arms, Heavy Weapons	
	==Equipment==	
103	MP (180),"Aegis Weapons",OIF(-1/2), Only In Hero ID(-1/4)	
10u	6D6 HKA,"Big Boss Sword",x1 Armor Piercing(+1/2),0 END (+1/2)	0
10u	6D6 RKA,"The 49er",Explosion(+1/2),0 END (+1/2)	0
4u	50 STR TK,"Speaker of Stones",affects all parts,Only vs. stone (-1/2),1/2 END(+1/4)	4
10u	12" Tunneling,20 DEF Increased Def,0 END (+1/2)	0
4	Instant Change,IIF (-1/4)	
94	PKG,"Aegis Armor",OIF (-1/2),Only In Hero ID(-1/4)	1
(26)	15/15 Armor	
(4)	1 LVLS Density Increase (stats already included), Always On(-1/2),0 END Persistent(+1)	0
(3)	FD - Hearing	
(3)	FD - Sight	
(4)	4" Flight,Only in low gravity(-1),0 END (+1/2)	0
(7)	4 Levels: Aegis Weapons,tight group	
(11)	Life Support,doesn't breathe,safe in vacuum/pressure,safe in radiation,safe in heat/cold	
(3)	Radio XMIT/REC	
(10)	12" Running,1/2 END (+1/4)	1
(9)	+10 STR,0 END(+1/2)	0
(3)	UV Vision	
(11)	11- Universal Translator	

294 : **Powers Total**
111 + **Characteristic Total**
405 = **Total Cost**

Base OCV: 6 Base DCV: 6
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: 18 SPD: 4 ECV: 5
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 28/ 15 ED/rED 27/ 15
END: 36 STUN: 36 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
Last updated October 30th, 2015 by Mathew R. Ignash.
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Code name: Goldminer
Motto: "Not all who wander are lost."
Team: Lost Protectors
Partner: R-Tool
Species: Human
Gender: Male
Age: 29

