

**NAME:** Mako  
**PLAYER:**



Base OCV: 5      Base DCV: 5  
Adjustment +      Adjustment +  
Final OCV =      Final DCV =

| VALUE                        | CHAR           | COST | BASE | PTS        |
|------------------------------|----------------|------|------|------------|
| 43/48                        | Strength       | x1   | 10   | 33         |
| 14                           | Dexterity      | x3   | 10   | 12         |
| 25                           | Constitution   | x2   | 10   | 30         |
| 15                           | Body           | x2   | 10   | 10         |
| 10                           | Intelligence   | x1   | 10   | 0          |
| 10                           | Ego            | x2   | 10   | 0          |
| 10/23                        | Presence       | x1   | 10   | 0          |
| 8                            | Comeliness     | x1/2 | 10   | -1         |
| 9/10                         | Physical Defex | x1   | 9    | 0          |
| 9/10                         | Energy Defens  | x1   | 5    | 4          |
| 4                            | Speed          | x10  | 2.4  | 16         |
| 14                           | Recovery       | x2   | 14   | 0          |
| 50                           | Endurance      | x1/2 | 50   | 0          |
| 50                           | Stun           | x1   | 50   | 0          |
| <b>Characteristics Cost:</b> |                |      |      | <b>104</b> |

|                      |      |     |
|----------------------|------|-----|
| <b>STR Roll:</b> 19- | Run  | 6"  |
| <b>DEX Roll:</b> 12- | Swim | 10" |
| <b>INT Roll:</b> 11- | Jump | 10" |
| <b>EGO Roll:</b> 11- |      |     |
| <b>PER Roll:</b> 11- |      |     |

**Experience:** 0

| DISADVANTAGES                                                                                       | BASE: | 100+PTS |
|-----------------------------------------------------------------------------------------------------|-------|---------|
| Berserk, "In combat", common, occur 8-, recover 8-                                                  |       | 20      |
| Distinctive, "walking shark man", not concealable, extreme                                          |       | 25      |
| Hunted, "by various law enforcement agencies", as powerful, non-combat influence, harsh, appear 11- |       | 20      |
| Physical Lim, "carnivore, cannot digest plants", infrequently, slightly                             |       | 5       |
| Physical Lim, "color blind", infrequently, slightly                                                 |       | 5       |
| Psych Lim, "like the taste of fresh blood", common, moderate                                        |       | 10      |
| Psych Lim, "loves violence", common, moderate                                                       |       | 10      |
| Psych Lim, "braggart", common, strong                                                               |       | 15      |
| Psych Lim, "overconfident", common, strong                                                          |       | 15      |
| Rep, "outlaw", occur 8-, extreme reputation                                                         |       | 10      |
| Rivalry, "with other Vicious Circle thugs", professional                                            |       | 5       |
| Unluck, 2D6                                                                                         |       | 10      |

| PTS | POWERS                                                                                          | END |
|-----|-------------------------------------------------------------------------------------------------|-----|
| 3   | Bump Of Direction                                                                               |     |
| 4   | 4/4 Damage Resistance, "Shark Skin"                                                             |     |
| 7   | 1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)         | 0   |
| 3   | Double Jointed                                                                                  |     |
| 52  | 2D6 HKA, "Bite", vs physical defense, Penetrating(+1/2), 1/2 END(+1/4)                          | 2   |
| 5   | Lack Of Weakness                                                                                |     |
| 14  | Life Support, safe in vacuum/pressure, safe in heat/cold, immune to disease, breathe env: Water |     |
| 3   | Lightsleep                                                                                      |     |
| 9   | +13 PRE, Negative uses only(-1/2)                                                               |     |
| 8   | 10" Swimming                                                                                    | 2   |
| 10  | Tracking Scent ==Skills==                                                                       |     |
| 3   | Contortionist 12-                                                                               |     |
| 3   | Interrogation 14-                                                                               |     |
| 16  | 2 Levels, all combat                                                                            |     |
| 3   | Streetwise 14-                                                                                  |     |
| 3   | Survival 11-                                                                                    |     |

| 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  |

|                                        |                     |                 |
|----------------------------------------|---------------------|-----------------|
| <b>DEX:</b> 14                         | <b>SPD:</b> 4       | <b>ECV:</b> 3   |
| <b>Phases</b> - - 3 - - 6 - - 9 - - 12 |                     |                 |
| <b>PD/rPD</b> 10/ 4                    | <b>ED/rED</b> 10/ 4 |                 |
| <b>END:</b> 50                         | <b>STUN:</b> 50     | <b>BODY:</b> 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**

Last updated October 2nd, 2016 by Mathew R. Ignash.

Name: Mako  
Species: Human mutate  
Gender: Male



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

146 : **Powers Total**  
104 + **Characteristic Total**  
250 = **Total Cost**