

NAME: Masaki Murakami
PLAYER:

VALUE	CHAR	COST	BASE	PTS
25/45	Strength	x1	10	15
20	Dexterity	x3	10	30
19	Constitution	x2	10	18
10	Body	x2	10	0
18	Intelligence	x1	10	8
14	Ego	x2	10	8
18	Presence	x1	10	8
14	Comeliness	x1/2	10	2
5/9	Physical Defex	x1	8	0
4/5	Energy Defens	x1	4	0
4/5	Speed	x10	3.0	10
9/12	Recovery	x2	12	0
38	Endurance	x1/2	38	0
33/40	Stun	x1	40	0
Characteristics Cost:				99

STR Roll: 18-	Run	6"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	9"
EGO Roll: 12-		
PER Roll: 13-		

Experience: 0

DISADVANTAGES	BASE:	100+PTS
Distinctive, "Zoalord form", easily concealable, major		10
Hunted, "Chronos", as powerful, non-combat influence, harsh, appear 11-		20
Physical Lim, "Use of combat form exhausts him", frequently, greatly		15
Psych Lim, "Cold and emotionless", very common, moderate		15
Psych Lim, "Obsessed with destroying Chronos", common, total		20
Psych Lim, "Reluctant to use combat form", very common, moderate		15
Rep, "Ace reporter", occur 8-		5
Rivalry, "Guyver III", professional		5
Secret ID, "Masaki Murakami"		15
Unluck, 2D6		10
Vuln, "Drains, Suppresses and Transfers", common, x2 effect		20
Disadvantages Total :		150
Experience Spent +		0
Total Points =		250

ALLIES™

PTS	POWERS	END
11	10/10 Force Field, 1 Charges(-3/4), continuing, duration: 5 minutes	5
6	9 Mental Defense	0
60	MP (90), "Bioenergy", 14- Activation(-1/2)	
4u	14/14 Force Wall, "Energy field", No Range(-1/2), Only In Hero ID(-1/4), Gestures(-1/4), 1/2 END(+1/4)	
3u	14D6 Mind Control, telepathic contact, Concentrate(-1/2), constant concentration, Only vs. Zoanoids(-1)	9
4u	4D6 RKA, Only In Hero ID(-1/4), Gestures(-1/4), 13-16 Charges(0), x1 Armor Piercing(+1/2)	0
4u	4D6 RKA, "Barrier cutter", Only In Hero ID(-1/4), Gestures(-1/4), 7-8 Charges(0), continuing, duration: 1 turn, Damage Shield(+1/2)	0
17	PKG, 1 Charges(-3/4), continuing, duration: 5 minutes, Linked(-1/2), "Force Field"	0
(4)	Shape Shift	0
(4)	+1.0 SPD	0
(7)	+15 STR	0
(2)	1 LVLs Density Increase (stats already included)	0
6	1 BODY Regen, recovery rate: per hour ==Skills==	
1	Acting 8-	
1	Criminology 8-	
3	Deduction 13-	
3	KS: Chronos 13-, (INT based)	
2	PS: Reporter 11-	
1	Security Systems 8-	
3	Stealth 13-	
3	Streetwise 13-	
1	WF, Pistols	
==Equipment==		
18	2D6 RKA, "Heavy Revolver with AP ammo", vs physical defense, 5-6 Charges(-1/2), 2 Clips, OAF(-1), x1 Armor Piercing(+1/2)	0
Disadvantages Total :		151
Experience Spent +		99
Total Points =		250
PTS		151
POWERS		99
END		250

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	

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

DEX: 20 SPD: 4/5 ECV: 5
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 19/ 10 ED/rED 15/ 10
END: 38 STUN: 40 BODY: 10

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

