


NAME: R-Buffer PLAYER:										Base OCV: 5 Base DCV: 5 Adjustment + Adjustment + Final OCV = Final DCV =																																																																																																																																		
<table border="1"> <thead> <tr> <th>VALUE</th> <th>CHAR</th> <th>COST</th> <th>BASE</th> <th>PTS</th> </tr> </thead> <tbody> <tr><td>10/15</td><td>Strength</td><td>x1</td><td>10</td><td>0</td></tr> <tr><td>14</td><td>Dexterity</td><td>x3</td><td>10</td><td>12</td></tr> <tr><td>13</td><td>Constitution</td><td>x2</td><td>10</td><td>6</td></tr> <tr><td>10</td><td>Body</td><td>x2</td><td>10</td><td>0</td></tr> <tr><td>10</td><td>Intelligence</td><td>x1</td><td>10</td><td>0</td></tr> <tr><td>10</td><td>Ego</td><td>x2</td><td>10</td><td>0</td></tr> <tr><td>10</td><td>Presence</td><td>x1</td><td>10</td><td>0</td></tr> <tr><td>10</td><td>Comeliness</td><td>x1/2</td><td>10</td><td>0</td></tr> <tr><td>9/10</td><td>Physical Defex</td><td>1</td><td>2</td><td>7</td></tr> <tr><td>9/10</td><td>Energy Defens</td><td>x1</td><td>3</td><td>6</td></tr> <tr><td>4</td><td>Speed</td><td>x10</td><td>2.4</td><td>16</td></tr> <tr><td>12</td><td>Recovery</td><td>x2</td><td>5</td><td>14</td></tr> <tr><td>26</td><td>Endurance</td><td>x1/2</td><td>26</td><td>0</td></tr> <tr><td>22</td><td>Stun</td><td>x1</td><td>22</td><td>0</td></tr> <tr><td colspan="4">Characteristics Cost:</td><td>61</td></tr> </tbody> </table>										VALUE	CHAR	COST	BASE	PTS	10/15	Strength	x1	10	0	14	Dexterity	x3	10	12	13	Constitution	x2	10	6	10	Body	x2	10	0	10	Intelligence	x1	10	0	10	Ego	x2	10	0	10	Presence	x1	10	0	10	Comeliness	x1/2	10	0	9/10	Physical Defex	1	2	7	9/10	Energy Defens	x1	3	6	4	Speed	x10	2.4	16	12	Recovery	x2	5	14	26	Endurance	x1/2	26	0	22	Stun	x1	22	0	Characteristics Cost:				61	<table border="1"> <thead> <tr> <th>Maneuver</th> <th>Phase</th> <th>OCV</th> <th>DCV</th> <th>Effect</th> </tr> </thead> <tbody> <tr><td>Block</td><td>1/2</td><td>+0</td><td>+0</td><td>stops attack</td></tr> <tr><td>Brace</td><td>0</td><td>+2</td><td>1/2</td><td>+2 vs RMod</td></tr> <tr><td>Disarm</td><td>1/2</td><td>-2</td><td>+0</td><td>STR vs STR</td></tr> <tr><td>Dodge</td><td>1/2</td><td>+0</td><td>+3</td><td>all attacks</td></tr> <tr><td>Grab</td><td>1/2</td><td>-1</td><td>-2</td><td>grab, do STR</td></tr> <tr><td>Haymaker</td><td>1/2</td><td>+0</td><td>-5</td><td>x1 1/2 STR</td></tr> <tr><td>Move By</td><td>1/2</td><td>-2</td><td>-2</td><td>STR/2 + v/5</td></tr> <tr><td>Move Through</td><td>1/2</td><td>-v/5</td><td>-3</td><td>STR + v/3</td></tr> <tr><td>Set</td><td>1</td><td>+1</td><td>+0</td><td></td></tr> </tbody> </table>						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
VALUE	CHAR	COST	BASE	PTS																																																																																																																																								
10/15	Strength	x1	10	0																																																																																																																																								
14	Dexterity	x3	10	12																																																																																																																																								
13	Constitution	x2	10	6																																																																																																																																								
10	Body	x2	10	0																																																																																																																																								
10	Intelligence	x1	10	0																																																																																																																																								
10	Ego	x2	10	0																																																																																																																																								
10	Presence	x1	10	0																																																																																																																																								
10	Comeliness	x1/2	10	0																																																																																																																																								
9/10	Physical Defex	1	2	7																																																																																																																																								
9/10	Energy Defens	x1	3	6																																																																																																																																								
4	Speed	x10	2.4	16																																																																																																																																								
12	Recovery	x2	5	14																																																																																																																																								
26	Endurance	x1/2	26	0																																																																																																																																								
22	Stun	x1	22	0																																																																																																																																								
Characteristics Cost:				61																																																																																																																																								
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																																																																																																																																									
<table border="1"> <thead> <tr> <th>STR Roll:</th> <th>Run</th> <th>6"</th> </tr> </thead> <tbody> <tr><td>12-</td><td>Run</td><td>6"</td></tr> <tr><td>12-</td><td>Swim</td><td>2"</td></tr> <tr><td>11-</td><td>Jump</td><td>3"</td></tr> <tr><td>11-</td><td>Flight</td><td>15"</td></tr> </tbody> </table>					STR Roll:	Run	6"	12-	Run	6"	12-	Swim	2"	11-	Jump	3"	11-	Flight	15"	<table border="1"> <thead> <tr> <th>Rang</th> <th><4</th> <th><8</th> <th><16</th> <th><32</th> <th><64</th> <th><128</th> </tr> </thead> <tbody> <tr><td>RMod</td><td>-0</td><td>-2</td><td>-4</td><td>-6</td><td>-8</td><td>-10</td></tr> </tbody> </table>						Rang	<4	<8	<16	<32	<64	<128	RMod	-0	-2	-4	-6	-8	-10																																																																																																					
STR Roll:	Run	6"																																																																																																																																										
12-	Run	6"																																																																																																																																										
12-	Swim	2"																																																																																																																																										
11-	Jump	3"																																																																																																																																										
11-	Flight	15"																																																																																																																																										
Rang	<4	<8	<16	<32	<64	<128																																																																																																																																						
RMod	-0	-2	-4	-6	-8	-10																																																																																																																																						
Experience: 0					<table border="1"> <thead> <tr> <th>3D6</th> <th>Loc</th> <th>StunX</th> <th>NStun</th> <th>BodyX</th> <th>CV</th> <th>Armor</th> </tr> </thead> <tbody> <tr><td>3-5</td><td>Head</td><td>x5</td><td>x2</td><td>x2</td><td>-8</td><td></td></tr> <tr><td>6</td><td>Hands</td><td>x1</td><td>x1/2</td><td>x1/2</td><td>-6</td><td></td></tr> <tr><td>7-8</td><td>Arms</td><td>x2</td><td>x1/2</td><td>x1/2</td><td>-5</td><td></td></tr> <tr><td>9</td><td>Shoulders</td><td>x3</td><td>x1</td><td>x1</td><td>-5</td><td></td></tr> <tr><td>10-11</td><td>Chest</td><td>x3</td><td>x1</td><td>x1</td><td>-3</td><td></td></tr> <tr><td>12</td><td>Stomach</td><td>x4</td><td>x1 1/2</td><td>x1</td><td>-7</td><td></td></tr> <tr><td>13</td><td>Vitals</td><td>x4</td><td>x1 1/2</td><td>x2</td><td>-8</td><td></td></tr> <tr><td>14</td><td>Thighs</td><td>x2</td><td>x1</td><td>x1</td><td>-4</td><td></td></tr> <tr><td>15-16</td><td>Legs</td><td>x2</td><td>x1/2</td><td>x1/2</td><td>-6</td><td></td></tr> <tr><td>17-18</td><td>Feet</td><td>x1</td><td>x1/2</td><td>x1/2</td><td>-8</td><td></td></tr> </tbody> </table>						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																																																						
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																																																																																																																																							
DISADVANTAGES BASE: 150+PTS Berserk, "If taken to one quarter BODY or less", uncommon, occur 14-, recover 14- 15 Distinctive, "Aegis homing beacon", easily concealable, minor 5 Distinctive, "Castor Class Tech Drone", not concealable, minor 15 Hunted, "Various Heretic enemies", as powerful, harsh, appear 14- 20 Psych Lim, "Literal", common, moderate 10 Psych Lim, "Lacks initiative", common, strong 15 Psych Lim, "Always follows Faststrike's orders", very common, total 25 Rep, "Heroic sidekick", occur 11- 10 Unluck, 2D6 10 Vuln, "Magnetics", uncommon, x2 stun 10 Watched, "Striker Fleet", more powerful, non-combat influence, harsh, appear 14- 15					PTS POWERS END 7 1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1) 0 22 EC (33), OIF(-1/2) 0 20a) 15/15 Armor, [Usable By Others(+1/2), doesn't lose power, 12-Activation(-3/4) 0 31b) 15" Flight, x8 Non-Combat, 0 END (+1/2), Usable By Others(+1/2), doesn't lose power 0 58c) 4D6 RKA, "Blasters", 0 END(+1/2), x1 Armor Piercing(+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 0 4 Radio XMIT/REC, IIF (-1/4) 0 16 Shape Shift, "Castor Jet", IIF(-1/4), 0 END Persistent(+1) 0 13 1 LVLS Shrinking(1m, 12.5kg, +2 DCV, +3 KB), Always On(-1/2), 0 END Persistent(+1) 0 3 Acrobatics 12- 0 3 Combat Piloting 12- 0 6 2 Levels: Aegis Weapons, tight group 0 3 Navigation 11- 0 3 Tracking 11- 0 3 Systems Operation 11- 0 1 WF, Rifles 0 ==Talents== 16 11- Universal Translator, IIF(-1/4) 0						NOTES Last updated October 31st, 2015 by Mathew R. Ignash. -- Code name: R-Buffer Team: Striker Fleet Partner: Cloudstrike Species: Castor Class Tech Drone Gender: Male Age: Unknown																																																																																																																																	
Disadvantages Total : 150 Experience Spent + 0 Total Points = 300					239 : Powers Total 61 + Characteristic Total 300 = Total Cost						