

**NAME:** Sea-Labrys  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
11/14	Strength	x1	10	1
14	Dexterity	x3	10	12
11/12	Constitution	x2	10	2
7/8	Body	x2	10	-6
10	Intelligence	x1	10	0
11/12	Ego	x2	10	2
11/14	Presence	x1	10	1
10	Comeliness	x1/2	10	0
3/7	Physical Defex	x1	3	1
3/6	Energy Defens	x1	2	1
4	Speed	x10	2.4	16
5/7	Recovery	x2	5	2
24/32	Endurance	x1/2	24	1
20/25	Stun	x1	21	1
<b>Characteristics Cost:</b>				<b>34</b>

<b>STR Roll:</b> 12-	Run	1"
<b>DEX Roll:</b> 12-	Swim	12"
<b>INT Roll:</b> 11-	Jump	3"
<b>EGO Roll:</b> 11-	Flight	12"
<b>PER Roll:</b> 11-		

**Experience:** 74

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Talking pistol/mechanical manta", not concealable, minor		15
Enraged, "If friends hurt", uncommon, occur 14-, recover 11-		10
Hunted, "Paraxxoids", as powerful, harsh, appear 11-		15
Normal Stats		20
Physical Lim, "Small", infrequently, greatly		10
Psych Lim, "Fear of heights when flying", common, strong		15
Psych Lim, "Overconfident", common, strong		15
Psych Lim, "Single minded", common, strong		15
Rep, "Professional sharpshooter", occur 11-		10
Unluck, 3D6		15
Watched, "Partners", more powerful, mild, appear 14-		10

**Disadvantages Total :** 150  
**Experience Spent +** 74  
**Total Points =** 424



PTS	POWERS	END
15	EC (15)	
15a)	10/10 Armor	
165b)	6D6 RKA, "UV Laser Pistol", 0 END(+1/2), Area Effect(+1/2)	0
30c)	3 LVLS Shrinking (0.25m, 200g, +6 DCV, +9 KB), Always On(-1/2), 0 END Persistent(+1)	0
25	Life Support, doesn't breathe, safe in vacuum/pressure, safe in radiation, safe in heat/cold, immune to disease, immune to aging	
5	Radio XMIT/REC	
-10	1" Running	0
-1	1" Swimming	0
12	4 Levels: BMOG weapons, tight group	
3	Navigation 11-	
0	PS: Sharpshooter 8-	
2	SC: Oceanography 11-	
3	Survival 11- ==Equipment==	
126	PKG, "Solar Labrys", OAF(-1)	
(18)	12" Flight, 0 END(+1/2)	0
(90)	6D6 HKA, x1 Armor Piercing(+1/2), 0 END(+1/2)	0
(8)	+11" Swimming, 0 END(+1/2)	0
(1)	+3 STR	0
(1)	+1 CON	0
(1)	+1 BODY	0
(1)	+1 EGO	0
(1)	+3 PRE	0
(1)	+3 PD	0
(1)	+3 ED	0
(1)	+1 REC	0
(1)	+6 END	0
(1)	+3 STUN	0

**390 : Powers Total**  
**34 + Characteristic Total**  
**424 = Total Cost**

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: 4  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 17/ 10      ED/rED 16/ 10  
END: 32      STUN: 25      BODY: 7/8

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	

**NOTES**  
Updated January 21st, 2017 by Mathew R. Ignash.  
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Code name: Sea-Labyrs  
Function: Sharpshooter  
Team: Augmentoids  
Partner: Varioids  
Species: Mantoid-Type BMOG  
Gender: Female  
Age: Unknown

