

NAME: Skull-F
PLAYER:

VALUE	CHAR	COST	BASE	PTS
30/35	Strength	x1	10	20
14	Dexterity	x3	10	12
20	Constitution	x2	10	20
14	Body	x2	10	8
13	Intelligence	x1	10	3
23	Ego	x2	10	26
23	Presence	x1	10	13
2	Comeliness	x1/2	10	-4
15/16	Physical Defexl		6	9
13/14	Energy Defensx1		4	9
4	Speed	x10	2.4	16
11	Recovery	x2	10	2
40	Endurance	x1/2	40	0
39	Stun	x1	39	0
Characteristics Cost:				134

STR Roll: 16-	Run	12"
DEX Roll: 12-	Swim	2"
INT Roll: 12-	Jump	7"
EGO Roll: 14-		
PER Roll: 12-		

Experience: 118

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Adept", easily concealable, minor	5	
Distinctive, "Space Demon", not concealable, extreme	25	
Hunted, "Various demon rivals", as powerful, harsh, appear 8-	10	
Hunted, "Grand Protector Armada", less powerful, harsh, appear 11-	10	
Psych Lim, "Modest", common, strong	15	
Psych Lim, "Always helping others", common, strong	15	
Psych Lim, "Forgiving to a fault", common, strong	15	
Rep, "Evil", occur 11-, extreme reputation	15	
Unluck, 2D6	10	
Watched, "Lost Protectors", more powerful, harsh, appear 11-	10	
Vuln, "Magic items", uncommon, x2 stun	10	
Vuln, "Magic items", uncommon, x2 body	10	

Disadvantages Total : 150
Experience Spent + 118
Total Points = 468



PLAY WITH THIS TOO

PTS	POWERS	END
7	1 LVLS Density Increase (stats already included), Always On(-1/2), 0 END Persistent(+1)	0
22	EC (22)	
23a)	15/15 Armor	
36b)	3D6 HKA, "Horns", vs physical defense, IIF (-1/4), 0 END(+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	
6	1 BODY Regen, recovery rate: per hour	
18	12" Running, 1/2 END (+1/4)	1
40	VPP (30), "Magic", Side Effects(-1/2) ==Skills==	
3	Conversation 14-	
3	KS: Demon Lore 12-, (INT based)	
6	2 Levels: Horns, F-Stick and Disarm, tight group	
9	Magic 15-	
3	Navigation 11-	
3	Oratory 14-	
3	Tactics 12-	
2	WF, Swords, Rifles ==Talents==	
20	11- Universal Translator ==Equipment==	
10	5/5 Armor, OIF(-1/2)	
90	6D6 HKA, "The F-Stick", vs physical defense, OAF(-1), 0 END(+1/2), x1 Armor Piercing(+1/2)	0

334 : Powers Total
134 + Characteristic Total
468 = 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	

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

DEX: 14 SPD: 4 ECV: 8
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 36/ 20 ED/rED 34/ 20
END: 40 STUN: 39 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
Updated January 21st, 2017 by Mathew R. Ignash.
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Code name: Skull-F
Motto: "Always respect the feelings of others. Even when they say hurtful things."
Team: Lost Protectors
Partner: None
Species: Space Demon
Gender: Male
Age: Unknown

