

**NAME:** Smackrabbit  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
11/23	Strength	x1	10	1
14	Dexterity	x3	10	12
11/15	Constitution	x2	10	2
7/11	Body	x2	10	-6
10	Intelligence	x1	10	0
11/15	Ego	x2	10	2
11/20	Presence	x1	10	1
10	Comeliness	x1/2	10	0
3/18	Physical Defex	x1	5	1
3/16	Energy Defens	x1	3	1
4	Speed	x10	2.4	16
5/13	Recovery	x2	8	2
24/56	Endurance	x1/2	30	1
20/41	Stun	x1	31	1
<b>Characteristics Cost:</b>				<b>34</b>

<b>STR Roll:</b> 14-	Run	5"
<b>DEX Roll:</b> 12-	Swim	1"
<b>INT Roll:</b> 11-	Jump	5"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 11-		

**Experience:** 70

DISADVANTAGES	BASE:	200+PTS
Distinctive, "Talking hammer/mechanical rabbit", 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, "Overconfident", common, strong		15
Psych Lim, "Scatterbrained", common, strong		15
Psych Lim, "Violent", common, strong		15
Rep, "Wacky BMOG rabbit", occur 11-		10
Unluck, 3D6		15
Watched, "Partners", more powerful, mild, appear 14-		10

<b>Disadvantages Total :</b>	150
<b>Experience Spent +</b>	70
<b>Total Points =</b>	<b>420</b>



PTS	POWERS	END
15	EC (15)	
15a)	10/10 Armor	
75b)	3D6 HKA, "Shock Hammer", 0 END(+1/2), +1 Increased Stun Mult (+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
	==Skills==	
12	4 Levels: BMOG weapons, tight group	
3	Navigation 11-	
0	PS: Comedian 8-	
3	Survival 11-	
	==Equipment==	
55	PKG, "Combat Claw", OAF(-1)	
(45)	3D6 HKA, Penetrating (+1/2), 0 END(+1/2)	0
(1)	+3 STR	0
(1)	+1 CON	
(1)	+1 BODY	
(1)	+1 EGO	
(1)	+3 PRE	
(1)	+3 PD	
(1)	+3 ED	
(1)	+1 REC	
(1)	+6 END	
(1)	+3 STUN	
63	PKG, "Missile Launcher", OAF(-1)	
(50)	3D6 RKA, Explosion (+1/2), 0 END(+1/2), x5 Increased Max Range (+1/4)	0
(3)	+2" Running, 0 END (+1/2)	0
(1)	+3 STR	0
(1)	+1 CON	
(1)	+1 BODY	
(1)	+1 EGO	
(1)	+3 PRE	
(1)	+3 PD	
(1)	+3 ED	
(1)	+1 REC	
(1)	+6 END	
(1)	+3 STUN	
63	PKG, "Missile Launcher", OAF(-1)	
(50)	3D6 RKA, 0 END(+1/2), x5 Increased Max Range (+1/4), Explosion(+1/2)	0
(3)	+2" Running, 0 END	
<b>386 : Powers Total</b>		
<b>34 + Characteristic Total</b>		
<b>420 = Total Cost</b>		

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: 5  
Phases - - 3 - - 6 - - 9 - - 12  
PD/rPD 28/ 10      ED/rED 26/ 10  
END: 56      STUN: 41      BODY 7/11

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: Smackrabbit  
Team: Augmentoids  
Partner: Varies  
Species: Rabbit-Type BMOG  
Gender: Male  
Age: Unknown



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			(+1/2)	0			
		(1)	+3 STR	0			
		(1)	+1 BODY				
		(1)	+1 CON				
		(1)	+1 EGO				
		(1)	+3 PRE				
		(1)	+3 PD				
		(1)	+3 ED				
		(1)	+1 REC				
		(1)	+6 END				
		(1)	+3 STUN				
		33	PKG,"Pan Dimensional Scanner",OAF(-1)				
		(5)	360 Degree Sensing, Unusual Sense Group				
		(2)	+0 Detect,make into sense,Desc: Life				
		(2)	Discriminatory				
		(0)	Range				
		(10)	Targeting Sense				
		(4)	+6 Telescopic Sense, Unusual Sense Group				
		(1)	+3 STR	0			
		(1)	+1 CON				
		(1)	+1 BODY				
		(1)	+1 EGO				
		(1)	+3 PRE				
		(1)	+3 PD				
		(1)	+3 ED				
		(1)	+1 REC				
		(1)	+6 END				
		(1)	+3 STUN				