

NAME: Ursenal				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
11/32	Strength	x1	10	1
14	Dexterity	x3	10	12
11/18	Constitution	x2	10	2
7/14	Body	x2	10	-6
10	Intelligence	x1	10	0
11/18	Ego	x2	10	2
11/30	Presence	x1	10	1
10	Comeliness	x1/2	10	0
3/26	Physical Defex	x1	6	1
3/24	Energy Defens	x1	4	1
4	Speed	x10	2.4	16
4/17	Recovery	x2	10	0
24/76	Endurance	x1/2	36	1
20/56	Stun	x1	39	1
Characteristics Cost:				32
STR Roll: 15-	Run			9"
DEX Roll: 12-	Swim			1"
INT Roll: 11-	Jump			6"
EGO Roll: 13-				
PER Roll: 11-				
Experience: 285				
DISADVANTAGES		BASE: 200+PTS		
Distinctive, "Talking jaws/mechanical bear", 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, "Single minded", common, strong				15
Psych Lim, "Violent", common, strong				15
Rep, "Loose cannon", occur 11-				10
Unluck, 3D6				15
Watched, "Partners", more powerful, mild, appear 14-				10
Disadvantages Total :		150		
Experience Spent +		283		
Total Points =		633		



PTS	POWERS	END
15	EC (15)	
15a)	10/10 Armor	
97b)	3D6 HKA, "Jaws of Life", 0 END(+1/2), Continuous(+1)	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	
0	PS: Soldier 8-	
3	Navigation 11-	
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	
55	PKG, "Shock Hammer", OAF(-1)	
(45)	3D6 HKA, +1 Increased Stun Mult(+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	
69	PKG, "M.A.U.L.-48 Assault Rifle", OAF(-1)	
(56)	3D6 RKA, 0 END(+1), double cost (for autofire), x5 Autofire (+1/2)	0
(3)	+2" Running, 0 END(+1/2)	0
(1)	+3 STR	0
(1)	+1 BODY	0
601 : Powers Total		
32 + Characteristic Total		
633 = 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:	6	
Phases - -	3	- -	6	- -	9	- -
PD/rPD	36/	10	ED/rED	34/	10	
END:	76	STUN:	56	BODY	7/14	
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 20th, 2017 by Mathew R. Ignash.						
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Code name: Ursenal						
Team: Augmentoids						
Partner: Varies						
Species: Bear-Type BMOG						
Gender: Male						
Age: Unknown						

DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		(1)	+1 CON		(1)	+3 PRE	
		(1)	+1 EGO		(1)	+3 PD	
		(1)	+3 PRE		(1)	+3 ED	
		(1)	+3 PD		(1)	+1 REC	
		(1)	+3 ED		(1)	+6 END	
		(1)	+1 REC		(1)	+3 STUN	
		(1)	+6 END				
		(1)	+3 STUN				
		69	PKG,"M.A.U.L.-48 Assault Rifle",OAF(-1)				
		(56)	3D6 RKA,0 END(+1), double cost (for autofire),x5 Autofire (+1/2)	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)	+1 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)	+1 PRE				
		(1)	+1 PD				
		(1)	+1 ED				
		(1)	+1 REC				
		(1)	+2 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 (+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				
		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				