


NAME: Zx-Tole				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
19/44	Strength	x1	10	9
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
12/13	Body	x2	10	4
13	Intelligence	x1	10	3
13	Ego	x2	10	6
18	Presence	x1	10	8
10	Comeliness	x1/2	10	0
8/12	Physical Defex	x1	8	4
8	Energy Defens	x1	4	4
4	Speed	x10	3.0	10
8/12	Recovery	x2	12	0
40	Endurance	x1/2	40	0
34/45	Stun	x1	42	2
Characteristics Cost:				100
STR Roll: 18-	Run		19"	
DEX Roll: 13-	Swim		2"	
INT Roll: 12-	Jump		9"	
EGO Roll: 12-	Flight		20"	
PER Roll: 12-				
Experience: 0				
DISADVANTAGES BASE: 100+PTS				
Distinctive, "Horrorifying monster in combat form", easily concealable, extreme				15
Hunted, "Anti-Chronos forces", as powerful, non-combat influence, harsh, appear 8-				15
Psych Lim, "Vengeful", common, strong				15
Psych Lim, "Overconfident", common, strong				15
Psych Lim, "Enjoys his powers", common, strong				15
Psych Lim, "Loyal to Chronos", common, total				20
Rivalry, "Lost Unit and other Hyperzoanoids", professional				5
Secret ID, "Corporate bodyguard"				15
Vuln, "All mental powers", common, x2 effect				20
Watched, "Zoalords", more powerful, non-combat influence, harsh, appear 14-				15
Disadvantages Total :				150
Experience Spent +				0
Total Points =				250

CRONOS		
		
PTS	POWERS	END
11	EC (14), "Fire beetle powers", Only In Hero ID(-1/4)	
12a)	10/9 Armor	
40b)	PKG, 13D6 EB, Concentrate(-1/4), 2D6 EB, Concentrate(-1/4), Only if he taps a large power source (-1/4)	7
12c)	20" Flight, Extra Time (-1/2), Restrained (-1/2)	4
7	1 LVLS Growth (stats already included), Linked(-1/2), "Shape Shift", 0 END Persistent(+1)	0
21	+13" Running, Only In Hero ID(-1/4)	3
11	Shape Shift, Concentrate(-1/4), Extra Time(-1/2), 0 END Persistent(+1)	0
13	+20 STR, Linked(-1/2), "Shape Shift" ==Skills==	2
3	Acrobatics 13-	
3	Breakfall 13-	
3	KS: Chronos and Zoalords 12-, (INT based)	
5	4 Levels: Energy Blast, Linked(-1/2), "Shape Shift"	
0	PS: Bodyguard 8-	
3	Stealth 13-	
3	Streetwise 13-	
3	Tactics 12-	
150	Powers Total	
100	+ Characteristic Total	
250	= Total Cost	

Base OCV: 7		Base DCV: 7	
Adjustment +		Adjustment +	
Final OCV =		Final DCV =	
Maneuver	Phase	OCV	DCV
Block	1/2	+0	+0
Brace	0	+2	1/2
Disarm	1/2	-2	+0
Dodge	1/2	+0	+3
Grab	1/2	-1	-2
Haymaker	1/2	+0	-5
Move By	1/2	-2	-2
Move Through	1/2	-v/5	-3
Set	1	+1	+0
Rang	<4	<8	<16
RMod	-0	-2	-4
	<32	<64	<128
	-6	-8	-10
DEX: 20	SPD: 4	ECV: 4	
Phases - - 3	- - 6	- - 9	- - 12
PD/rPD 22/ 10	ED/rED 17/ 9		
END: 40	STUN: 45	BODY: 13	
3D6	Loc	StunX	NStun
3-5	Head	x5	x2
6	Hands	x1	x1/2
7-8	Arms	x2	x1/2
9	Shoulders	x3	x1
10-11	Chest	x3	x1
12	Stomach	x4	x1 1/2
13	Vitals	x4	x1 1/2
14	Thighs	x2	x1
15-16	Legs	x2	x1/2
17-18	Feet	x1	x1/2
	CV		Armor
			-8
			-6
			-5
			-5
			-3
			-7
			-8
			-4
			-6
			-8
NOTES			
Name: Zx-Tole			
Species: Human mutate			
Gender: Male			
Height: 10 feet			
Weight: 572 pounds			
Team: Hyper Zoanoid Team Five (Leader)			
