Character Name _	Ripper
Alternate Identities	James Allison
Player Name	



CHARACTERISTICS					
Val	Char	Points	Roll		
90	STR	60	<u>27-</u>		
18	DEX	16	<u>13-</u>		
_ 35	CON	_ 25	<u>16-</u>		
8	INT	2	<u>11-</u>		
10	EG0	0	<u>11-</u>		
	PRE	18	<u>15-</u>		
6	OCV	15			
6	DCV	15			
_ 3	OMCV	0			
_ 3	DMCV	0			
5	SPD	30			
20/40	PD	18			
20/40	ED	18			
25	REC	21			
70	END	10			
25	BODY	15	Total Cost		
80	STUN	30	289		
1					

CURRENT STATUS				
	Maximum	Current		
END	70			
BODY	25			
STUN	80			

VITAL INFORMATION
HTH damage (STR/5)d618d6
Lift <u>6.6ktons</u> STR END Cost <u>7</u>
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV <u>6</u> Base DCV <u>6</u>
Base OMCV <u>3</u> Base DMCV <u>3</u>
Combat Skill Levels
+5 with HTH Combat
Presence Attack (PRE/5)d6 <u>5 1/2d6</u>

EXPERIENCE POINTS				
Total Points	533			
Total Experience Earned	133			
Experience Spent	133			
Experience Unspent	0			

	HIT LO	CA	ΓΙΟΝ	I CH	AF	₹ T
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	хЗ	x1	x1	-5	/_
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	x4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	x½	-6	/_
17-18	Feet	x1	X½	X½	-8	/
Average Def						
DCV N	/lodifier		Tota	l Weig	jht .	
Armo	r Notes					

ATTACKS & MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Block	1/2	+0	+0	Block, abort	
Brace	0	+2	1/2	+2 OCV vs R. Mod.	
Disarm	1/2	-2	+0	Disarm, STR v. STR	
Dodge	1/2	_	+3	Abort, vs. all attacks	
Grab	1/2	-1	-2	Grab 2 limbs	
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR	
Haymaker	1/2*	+0	-5	+4 DCs to attack	
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3	
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full	
Multiple Attack	1	var	1/2	Attack multiple times	
Set	1	+1	+0	Ranged attacks only	
Shove	1/2	-1	-1	Push 1m per 5 STR	
Strike	1/2	+0	+0	STR or weapon	
Throw	1/2	+0	+0	Throw w/ STR dmg	
Trip	1/2	-1	-2	Knock target Prone	

DEFENSES			
Туре	Amount/Effect		
Normal PD	20/40		
Resistant PD	0/20		
Normal ED	20/40		
Resistant ED	0/20		
Mental Defense	0		
Power Defense	0		
Flash Defense			

SENSES	
Perception Roll (9+INT/5)	11-
Enhanced and Unusual Se	

СОМВАТ МО	DIF	IERS	;	
Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4	33-64 -6	65-125 -8	126-250 -10	
Targeting Shot	OCV	Hit Lo	cation	
Head Shot (Head to Shoulders) -4	1d	1d6+3	
High Shot (Head to Vitals)	-2	2d	6+1	
Body Shot (Hands to Legs)	-1	2d	6+4	
Low Shot (Shoulders to Feet)	-2	2d6	3+7*	
Leg Shot (Vitals to Feet)	-4	1d6	6+12	
* Treat a 19 as the Feet location				

MOVEMENT			
Туре	Combat	Noncombat	
Run (12m)	12m	24m	
Swim (4m)	4m	8m	
H. Leap (4m)	14m	28m	
V. Leap (2m)	7m	14m	
		_	
Movement SFX			

CHARACTER INFORMATION

Character Name Ripper Height <u>2.00 m</u> Weight <u>100.00 kg</u>



CAMPAIGN INFORMATION	
Campaign Name	
Genre	
Gamemaster	

Hair o	color <u>Brown</u> Eye color <u>l</u>	<u>Brown</u>		
SKILLS, PERKS, & TALENTS				
Cost	Name	Roll		
40	+5 with HTH Combat	non		
	+5 WITH THIT COMPAL			
5	Fringe Benefit (Membership)			
	rringe Denem (Membership)			
	-			

Total Skills, Perks, & Talents Cost

	POWERS AND EQUIPMENT			
Cost	Name	Power/Equipment	END	
11	Omicron Chemistry	+20 STR (20 APs); 4 Continuing Charges lasting 1 Turn each (-½), No Figured		
		Characteristics (requires -½ worth of Limitations; -¼)		
30 Rip 'Em In Two	Rip 'Em In Two	Killing Attack - Hand-To-Hand 2d6 (6d6 w/STR), Penetrating (+½) (45 APs); Must follow a	a	
		Grab with both hands (-½)	_4_	
18	Omicron Healing	Healing BODY 2d6, Reduced Endurance (0 END; +½), Constant (+½) (40 APs); Extra Time		
		(1 Turn (Post-Segment 12), -1 ¼)		
60	Omicron Armor Plating	Resistant Protection (20 PD/20 ED), Hardened (+1/4) (75 APs); Requires A Roll (14- roll; -1/4))	
60	Tough Body	Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant,		
		50%		
10	Internal Oxygen Supply	Life Support (Self-Contained Breathing)		
5	Super-Physiology	Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Low		
		Pressure/Vacuum)		
5	Super-Strong Legs	Leaping +10m (14m forward, 7m upward)	1	
199	Total Powers/Eq	uinment Cost		

MATCHING COMPLICATIONS (200

Cost Complication

Distinctive Features: purplish flesh, grafted armor, ten feet tall, etc. (Not Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)

Enraged: (Very Common), go II-, recover II-, Berserk

Hunted: Frequently (Mo Pow; NCI; Harshly Punish)

Hunted: Champions Frequently (Mo Pow; NCI; Harshly Punish)

Freq

Hunted: VIPER Frequently (Mo Pow; NCI; Harshly Punish)

Freq

Physical Complication Always & Tall weights (NOIs (Infrequently Blightly Impairing)

Frequently Frequently

- Physical Complication: Always 3m Tall, weighs 1600kg (Infrequently; Slightly Impairing)
 Psychological Complication: Loves to Fight (Very Common; Strong)
- 35 25 25 15 10 20
- 10
- 20
- Negative Reputation: incredibly destructive supercriminal, Infrequently (Extreme) Social Complication: Subject To Orders Very Frequently, Major Social Complication: Public Identity (James Allison) Very Frequently, Minor

200 **Total Complications Points**