

**Sandcrab**

Character Name

Rex Miller

Alternate Identities:

Player Name: Alfred

**CHARACTERISTICS**

Val	Char	Points	Roll	Notes
60	STR	0	21-	HTH Damage 12d6 END [6]
23	DEX	0	14-	
23	CON	0	14-	
23	INT	13	14-	PER Roll 14-
13	EGO	3	12-	
15	PRE	0	12-	PRE Attack: 3d6
8	OCV	0		
8	DCV	0		
4	OMCV	3		
4	DMCV	3		
6	SPD	0		Phases: 2, 4, 6, 8, 10, 12
2/28	PD	0		2/28 PD (o/8 rPD)
2/28	ED	0		2/28 ED (o/8 rED)
10	REC	0		
60	END	0		
10	BODY	0		
43	STUN	0		

**22 Total Characteristics Points****CHARACTER IMAGE****EXPERIENCE POINTS**

<b>Total Points:</b>	405
<b>Total XP Earned:</b>	5
XP Spent:	5
XP Unspent:	0
Base Points:	400
Complication Points:	75

**MOVEMENT**

Type	Total
Run	12m[24m NC]
Swim	4m[8m NC]
H. Leap	44m
V. Leap	22m
Flight	35m[70m NC]
Tunneling	20m[40m NC]

**DEFENSES**

Type	Amount
Physical Defense	2/28
Res. Phys. Defense	0/8
Energy Defense	2/28
Res. Energy Defense	0/8
Mental Defense	0
Power Defense	0

**COMBAT INFORMATION****OCV: 8****DCV: 8**

Combat Skill Levels: +5 with HTH Combat (40 Active Points); OIF (-1/2), Restrained (-1/2)

**COMBAT MANEUVERS**

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	--	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC attack damage
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 1/2 or all
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	Ranged Attacks only

**COMBAT MODIFIERS**

Range (M)	0-8	9-16	17-32	33-64	65-128	126-250
<b>RMOD</b>	0	-2	-4	-6	-8	-10

**HIT LOCATION**

Roll	Location	STUNx	NSTUN	BODYx	To Hit
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	x1.5	x1	-7
13	Vitals	x4	x1.5	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

Targeting shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low shot (Shoulders to Feet)	-2	2d6+7 (19=Foot)
Leg shot (Vitals to Feet)	-4	1d6+12

**Character Name: Sandcrab**

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**SKILLS****Cost Name**

- 3 Scientist
- 2 1) *Exobiology*: Science Skill 14- (3 Active Points)
- 2 2) *Nanotechnology*: Science Skill 14- (3 Active Points)
- 2 3) *Robotics*: Science Skill 14- (3 Active Points)
- 2 4) Science Skill: Biology 14- (3 Active Points)

3 Bureaucratics 12-

3 *Analytic Senses*: Criminology 14-

3 Computer Programming 14-

3 Deduction 14-

3 Security Systems 14-

3 Streetwise 12-

3 Systems Operation 14-

3 Cryptography 14-

3 Electronics 14-

3 Mechanics 14-

**41 Total Skills Cost****PERKS****Cost Name**3 *Back Door Access*: Computer Link

3 Access

**6 Total Perks Cost****TALENTS****Cost Name**

3 Lightning Calculator

5 Eidetic Memory

4 Speed Reading (x10)

**12 Total Talents Cost****POWERS****Cost Power****END**

4 *NanoTech Activation*: Cosmetic Transform 2d6 (Nanos in blood into Power Armored suit, Power Armored suit into Nanos in blood. , Healed back to Power Armored suit by removing nanos from bloodstream) (6 Active Points); Limited Power Power loses about a third of its effectiveness (Self Only; -1/2) 1

5 High Range Radio Perception (Radio Group) (12 Active Points); Limited Power Power loses about half of its effectiveness (-1), IIF (-1/4) 0

S.C. Power Armor Enhancements, all slots OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

17 1) Resistant Protection (8 PD/8 ED), Hardened (+1/4) (30 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4) 0

28 2) +50 STR (50 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4) 5

15 3) +13 DEX (26 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

7 4) +13 CON (13 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

3 5) +5 PRE (5 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

23 6) +4 SPD (40 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

6 7) +23 STUN (12 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

4 8) +40 END (8 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

3 9) +6 REC (6 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

14 10) +5 OCV (25 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

14 11) +5 DCV (25 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4)

2 12) *Stealth Field*: Darkness to Hearing Group 1m radius, Personal Immunity (+1/4) (4 Active Points); No Range (-1/2), OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4) 1

11 13) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); OIF (Nanotech Constructed Armor Suit; -1/2), Unified Power (-1/4) 0

11 *Defense Matrix*: Multipower, 23-point reserve, (23 Active Points); Requires A Roll (Characteristic roll; Int; -1/2); all slots OIF (Nanite Defenses; -1/2)

2v 1) +18 PD (18 Active Points); OIF (Nanite Defenses; -1/2)

2v 2) +18 ED (18 Active Points); OIF (Nanite Defenses; -1/2)

H.U.D., all slots OIF (Heads Up Display System; -1/2), Unified Power

(-1/4)

- |  |   |   |
|--|---|---|
| 23   | 1) Spatial Awareness (Unusual Group), Increased Arc Of Perception (360 Degrees), Rapid: x10 (40 Active Points); OIF (Heads Up Display System; -1/2), Unified Power (-1/4)<br><b>Notes:</b> A 3D virtual view of Sandcrab's surroundings is recieved from supersubatomic micro nanites Observers that travel between molecules through space and solid objects and then report information back as a collective hive which renders the information into a multi layered feedback allowing Sandcrab to view anything around him. These Observers are unable to pass through Force Field powers. | 0 |
| 4  | 2) <i>Binocular Vision</i> : Naked Advantage: MegaScale (1m = 1 km; +1) for up to 7 Active Points (7 Active Points); OIF (Heads Up Display System; -1/2), Unified Power (-1/4)  | 1 |
| 3  | 3) Sight Group Flash Defense (5 points) (5 Active Points); OIF (Heads Up Display System; -1/2), Unified Power (-1/4)  | 0 |
| 12   | 4) <i>Nanite Tracers</i> : Detect A Single Thing 9- (Unusual Group), Discriminatory, Range, Tracking, MegaScale (1m = 1 km; +1) (36 Active Points); Limited Power Power loses about half of its effectiveness (Must have previously perceived the Target directly and declare it as the Target to later Detect ; -1), OIF (Heads Up Display System; -1/2), Limited Power Power loses about a fourth of its effectiveness (Tracer will fall off if Target Desolidifies ; -1/4), Unified Power (-1/4)   | 0 |
| 9  | 5) <i>Holograph Emitter</i> : (Total: 16 Active Cost, 9 Real Cost) Sight Group Images (10 Active Points); OIF (Heads Up Display System; -1/2), Unified Power (-1/4) (Real Cost: 6)+3 Int Rolls, Custom Skill (6 Active Points); OIF (Heads Up Display System; -1/2), Unified Power (-1/4) (Real Cost: 3)  | 1 |
| 3  | 6) <i>Microscopic Vision</i> : Microscopic ( x100) with Normal Sight (6 Active Points); OIF (Heads Up Display System; -1/2), Unified Power (-1/4)   | 0 |
| Claws, all slots OIF (-1/2), Restrainable (-1/2)<br><b>Notes:</b> Four 10 foot long foldable red claws extend from his back. |   |   |
| 20   | 1) +5 with HTH Combat (40 Active Points); OIF (-1/2), Restrainable (-1/2)   |   |
| 2  | 2) Extra Limbs (4) (5 Active Points); OIF (-1/2), Restrainable (-1/2), Limited Manipulation (No Fine Manipulation; -1/4)  | 0 |
| 1  | 3) Stretching 3m (3 Active Points); OIF (-1/2), Restrainable (-1/2)   | 1 |
| 15   | 4) <i>Claw Control</i> : Endurance Reserve (92 END, 10 REC) (31 Active Points); OIF (-1/2), Restrainable (-1/2)   | 0 |
| 28   | 5) Entangle 4d6, 5 PD/5 ED, Area Of Effect Nonselective (2m Radius; +1/4) (56 Active Points); OIF (-1/2), Restrainable (-1/2)   | 6 |
| 22   | <i>Claw Control</i> : Multipower, 50-point reserve, (50 Active Points); all slots OIF (-1/2), Restrainable (-1/2), Unified Power (-1/4)   |   |
| 3v   | 1) Flight 35m, Position Shift, No Turn Mode (+1/4) (50 Active Points); Limited Power Power loses about half of its effectiveness (Only while touching a surface; -1), OIF (-1/2), Restrainable (-1/2), Unified Power (-1/4)<br><b>Notes:</b> Works on water only while moving   | 5 |
| 4v   | 2) Tunneling 20m through 10 PD material, Fill In (50 Active Points); OIF (-1/2), Restrainable (-1/2), Unified Power (-1/4)  | 5 |
| 4v   | 3) Leaping +40m (44m forward, 22m upward) (Accurate), MegaScale (1m = 1 km; +1) (50 Active Points); Restrainable (-1/2), OIF (-1/2), Unified Power (-1/4)   | 5 |

**324 Total Powers Cost**

**Character Name:** Sandcrab  
 Alternate Identities: Rex Miller  
 Player Name: Alfred



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## COMPLICATIONS

Cost	Complication
15	Social Complication: Secret Identity Frequently, Major
10	Social Complication: Geeky Scientist mentality Frequently, Minor
15	Psychological Complication: Protective of Innocents (Common; Strong)
10	Vulnerability: 1 1/2 x STUN Pulse Weapons (Common)
10	Hunted: Evil Scientists Frequently (Less Pow; NCI; Mildly Punish)
10	Hunted: Government Infrequently (Mo Pow; NCI; Watching)
5	Unluck: 1d6
<b>75</b>	<b>Total Disadvantages Cost</b>

## APPEARANCE

**Hair Color:** Brown

**Eye Color:** Brown

**Height:** 2.00 m : 6' 7"

**Weight:** 100.00 kg : 220 lbs

**Description:**

## BACKGROUND

## PERSONALITY

## QUOTE

## POWERS/TACTICS

## CAMPAIGN\_USE

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