


CHARACTERISTICS

Val	Char	Pts	Roll	Notes
60	STR	0	21-	HTH Damage 12d6 END [6]
23	DEX	0	14-	
23	CON	0	14-	
23	INT	13	14-	
13	EGO	3	12-	
15	PRE	0	12-	
8	OCV	0		
8	DCV	0		
4	OMCV	3		
4	DMCV	3		
6	SPD	0		
2/28	PD	0		
2/28	ED	0		
10	REC	0		
60	END	0		
10	BODY	0		
43	STUN	0		
22 Total Characteristics Points				



Alternate Identities: Rex Miller

COMBAT INFORMATION

OCV:8 Phases: 2, 4, 6, 8, 10, 12 DCV:8

Combat Skill Levels: +5 with HTH Combat (40 Active Points); OIF (-1/2), Restrainable (-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 ½ 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
RMOD	0	-2	-4	-6	-8	-10

EXPERIENCE POINTS

Total Points:	400
Total XP Earned:	0
XP Spent:	0
XP Unspent:	0
Base Points:	400
Complication Points:	75

SKILLS

Cost	Name
3	Scientist
2	1) <i>Exobiology</i> : Science Skill 14- (3 Active Points)
2	2) <i>Nanotechnology</i> : Science Skill 14- (3 Active Points)
2	3) <i>Robotics</i> : Science Skill 14- (3 Active Points)
3	Bureaucracies 12-
3	<i>Analytic Senses</i> : 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-
39 Total Skills Cost	

Character Name:

Sandcrab



PERKS

Cost	Name
3	<i>Back Door Access</i> : 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	

HAIR COLOR: Brown

Eye Color : Brown

Height : 2.00 m : 6' 7"

Weight : 100.00 kg : 220 lbs

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
75 Total Disadvantages Cost	

POWERS

Cost	Power	END
4	<i>NanoTech Activation</i> : 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) <i>Stealth Field</i> : 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	<i>Defense Matrix</i> : 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)

Notes: 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.

4

2) *Binocular Vision*: 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)

3

3) Sight Group Flash Defense (5 points) (5 Active Points); OIF (Heads Up Display System; -1/2), Unified Power (-1/4)

12

4) *Nanite Tracers*: 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)

9

5) *Holograph Emitter*: (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)

Claws, all slots OIF (-1/2), Restrainable (-1/2)

Notes: 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)

1

3) Stretching 3m (3 Active Points); OIF (-1/2), Restrainable (-1/2)

15

4) *Claw Control*: Endurance Reserve (92 END, 10 REC) (31 Active Points); OIF (-1/2), Restrainable (-1/2)

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)

22

Claw Control: 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)

Notes: Works on water only while moving

4v

2) Tunneling 20m through 10 PD material, Fill In (50 Active Points); OIF (-1/2), Restrainable (-1/2), Unified Power (-1/4)

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)

321

Total Powers Cost