Character Name _Sandcrab_

Alternate Identities _Rex Miller_

Player Name _Alfred_

CHARACTERISTICS

Val	Char	Points	Roll
60	STR	0	21-
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	
2/33	PD	0	
2/33	ED	0	
10	REC	0	
60	END	0	
10	BODY	0	
43	STUN	0	

Total Cost 22

CURRENT STATUS

	Maximum	Current
END	60	
BODY	10	
STUN	43	

VITAL INFORMATION

HTH damage (STR/5)d6 _12d6_

Lift _102.4tons_ STR END Cost _6_

Phases 1 ② 3 ④ 5 ⑥ 7 ⑧ 9 ⑩ 11 ⑫

Base OCV _8_ **Base DCV** _8_

Base OMCV _4_ **Base DMCV** _4_

Combat Skill Levels _____

Presence Attack (PRE/5)d6 _3d6_

EXPERIENCE POINTS

Total Points	407
Total Experience Earned	7
Experience Spent	7
Experience Unspent	0

HIT LOCATION CHART

3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	x5	x2	x2	-8	___/___
6	Hands	x1	x½	x½	-6	___/___
7-8	Arms	x2	x½	x½	-5	___/___
9	Shoulders	x3	x1	x1	-5	___/___
10-11	Chest	x3	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 Modifier _____ **Total Weight** _____

Armor Notes

ATTACKS & MANEUVERS

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

DEFENSES

Type	Amount/Effect
Normal PD	2/33
Resistant PD	0/8
Normal ED	2/33
Resistant ED	0/8
Mental Defense	0
Power Defense	0
Flash Defense	5 (Sight Group)

COMBAT MODIFIERS

Range (m)	0-8	9-16	17-32	33-64	65-125	126-250
OCV mod	-0	-2	-4	-6	-8	-10

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*
Leg Shot (Vitals to Feet)	-4	1d6+12

Treat a 19 as the Feet location

SENSES

Perception Roll (9+INT/5) _14-_

Enhanced and Unusual Senses

High Range Radio Perception (Radio...

Spatial Awareness (Unusual Group),...

Detect A Single Thing 9- (Unusual G...

Microscopic (x100) with Normal Sigh...

MOVEMENT

Type	Combat	Noncombat
Run (12m)	12m	24m
Swim (4m)	4m	8m
H. Leap (4m)	44m	88m
V. Leap (2m)	22m	44m
Flight	35m	70m
Tunneling	20m	40m

Movement SFX _____

CHARACTER INFORMATION

Character Name _Sandcrab_
Height _2.00 m_   Weight _100.00 kg_
Hair color _Brown_   Eye color _Brown_

CAMPAIGN INFORMATION

Campaign Name _New champions_
Genre _Superheroic_
Gamemaster _GameKnight_

SKILLS, PERKS, & TALENTS

Cost	Name	Roll
3	Scientist	
2	1) Exobiology: Science Skill	14-
2	2) Nanotechnology: Science Skill	14-
2	3) Robotics: Science Skill	14-
2	4) Science Skill: Biology	14-
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-
3	Computer Link (Back Door Access)	
3	Access	
3	Lightning Calculator	
5	Eidetic Memory	
4	Speed Reading (x10)	

59 Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	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 APs); Limited Power Power loses about a third of its effectiveness (Self Only; -½)	1
5		High Range Radio Perception (Radio Group) (12 APs); Limited Power Power loses about half of its effectiveness (-1), IIF (-¼)	
	S.C. Power Armor Enha...	all slots OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
17		1) Resistant Protection (8 PD/8 ED), Hardened (+¼) (30 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
28		2) +50 STR (50 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	5
15		3) +13 DEX (26 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
7		4) +13 CON (13 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
3		5) +5 PRE (5 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
23		6) +4 SPD (40 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
6		7) +23 STUN (12 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
4		8) +40 END (8 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
3		9) +6 REC (6 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
14		10) +5 OCV (25 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
14		11) +5 DCV (25 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
2	Stealth Field	12) Darkness to Hearing Group 1m radius, Personal Immunity (+¼) (4 APs); No Range (-½), OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	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 APs); OIF (Nanotech Constructed Armor Suit; -½), Unified Power (-¼)	
11	Defense Matrix	Multipower, 23-point reserve, (23 APs); Requires A Roll (Characteristic roll; Int; -½); all slots OIF (Nanite Defenses; -½)	
3v	Physical Defense Matri...	1) +23 PD (23 APs); OIF (Nanite Defenses; -½)	
3v	Energy Defense Matrix,...	2) +23 ED (23 APs); OIF (Nanite Defenses; -½)	
	H.U.D.	all slots OIF (Heads Up Display System; -½), Unified Power (-¼)	
23		1) Spatial Awareness (Unusual Group), Increased Arc Of Perception (360 Degrees), Rapid: x10 (40 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	
4	Binocular Vision	2) Naked Advantage: MegaScale (1m = 1 km; +1) for up to 7 APs (7 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	1
3		3) Sight Group Flash Defense (5 points) (5 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	
12	Nanite Tracers	4) Detect A Single Thing 9- (Unusual Group), Discriminatory, Range, Tracking, MegaScale (1m = 1 km; +1) (36 APs); 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; -½), Limited Power Power loses about a fourth of its effectiveness (Tracer will fall off if Target Desolidifies ; -¼), Unified Power (-¼)	
9	Holograph Emitter	5) Sight Group Images (10 APs); OIF (Heads Up Display System; -½), Unified Power (-¼) plus +3 Int Rolls, Custom Skill (6 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	1
3	Microscopic Vision	6) Microscopic (x100) with Normal Sight (6 APs); OIF (Heads Up Display System; -½), Unified Power (-¼)	

326 Total Powers/Equipment Cost

MATCHING COMPLICATIONS (75)

Cost	Complication	
15	Psychological Complication: Code Versus Killing (Common; Total)	
10	Social Complication: Geeky Scientist mentality Frequently, Minor	
15	Psychological Complication: Protective of Innocents (Common; Strong)	
10	Vulnerability: 1 ½ x STUN Pulse Weapons (Common)	
10	Hunted: Evil Scientists Frequently (Less Pow; NCI; Mildly Punish)	Frequently
10	Hunted: Government Infrequently (Mo Pow; NCI; Watching)	Infrequently
5	Unluck: 1d6	

75 Total Complications Points

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

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POWERS AND EQUIPMENT (continued)

Cost	Name	Power/Equipment	END
	Claws	all slots OIF (-½), Restrainable (-½)	
20		1) +5 with HTH Combat (40 APs); OIF (-½), Restrainable (-½)	
2		2) Extra Limbs (4) (5 APs); OIF (-½), Restrainable (-½), Limited Manipulation (No Fine Manipulation; -¼)	
1		3) Stretching 3m (3 APs); OIF (-½), Restrainable (-½)	1
15	Claw Control	4) Endurance Reserve (92 END, 10 REC) (31 APs); OIF (-½), Restrainable (-½)	
28		5) Entangle 4d6, 5 PD/5 ED, Area Of Effect Nonselective (2m Radius; +¼) (56 APs); OIF (-½), Restrainable (-½)	6
22	Claw Control	Multipower, 50-point reserve, (50 APs); all slots OIF (-½), Restrainable (-½), Unified Power (-¼)	
3v		1) Flight 35m, Position Shift, No Turn Mode (+¼) (50 APs); Limited Power Power loses about half of its effectiveness (Only while touching a surface; -1), OIF (-½), Restrainable (-½), Unified Power (-¼)	5
4v		2) Tunneling 20m through 10 PD material, Fill In (50 APs); OIF (-½), Restrainable (-½), Unified Power (-¼)	5
4v		3) Leaping +40m (44m forward, 22m upward) (Accurate), MegaScale (1m = 1 km; +1) (50 APs); Restrainable (-½), OIF (-½), Unified Power (-¼)	5