

Character Name: Silent Stone

Alternate Identities:

Player Name: Angel Ochando

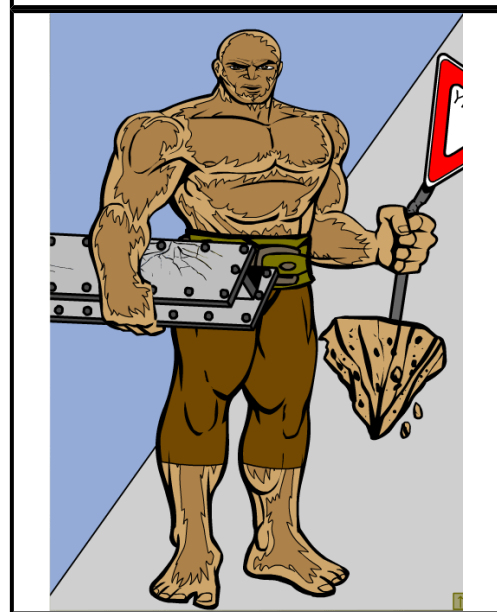


CHARACTERISTICS

Val Char	Base Points	Total	Roll	Notes
10 STR	10	0	10/50	11- / HTH Damage 2d6/10d6 19- END [1/5]
15 DEX	10	15	15	12- OCV 5 DCV 5
26 CON	10	32	26	14-
12 BODY	10	4	12	11-
13 INT	10	3	13	12- PER Roll 12-
10 EGO	10	0	10	11- ECV: 3
10 PRE	10	0	10	11- PRE Attack: 2d6
10 COM	10	0	10	11-
2 PD	2	0	2/30	2/30 PD (0/20 rPD)
0 ED	5	-5	0/28	0/28 ED (0/20 rED)
4 SPD	2.5	15	4	Phases: 3, 6, 9, 12
15 REC	7	16	15	
52 END	52	0	52	
44 STUN	30	14	44	
6" Running	6	0	6"	
2" Swimming	2	0	2"	
2" Leaping	2	0	2"/10"	

94 Total Characteristics Points

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	50
Spent:	40
Unspent:	10
Base Points:	125
Disad Points:	150
Total Points:	315

MOVEMENT

Type	Total
Run (6)	6" [12" NC]
Swim (2)	2" [4" NC]
H. Leap (2")	2"/10"
V. Leap (1")	1"/5"
Tunneling	6" [12" NC]

DEFENSES

Type	Amount
Physical Defense	2/30
Res. Phys. Defense	0/20
Energy Defense	0/28
Res. Energy Defense	0/20
Mental Defense	0
Power Defense	0

COMBAT INFORMATION

OCV: 5

DCV: 5

Combat Skill Levels:

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/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	Ranged Attacks only
Strike	1/2	+0	+0	STR or weapon
Martial Strike	1/2	+0	+2	4d6 / 12d6 Strike

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMOD	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

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SKILLS

Cost Name

- 3 Breakfall 12-
- 3 Climbing 12-
- 2 Computer Programming (Personal Computers) 12-
- 3 KS: Arte 12-
- 3 PS: Appraise 12-
- 6 PS: Esculpir 15-
- 3 PS: Jewelry Maker/Lapidary 12-
- 2 TF Coches: Common Motorized Ground Vehicles
- 2 CK: New York 11-
- 4 SS: Geologia 13-
- 3 Shadowing 12-
- 3 Stealth 12-
- 3 Trading 11-
- 40 Total Skills Cost**

TALENTS

Cost Name

- 3 Bump Of Direction
- 3 Total Talents Cost**

POWERS

Cost Power

END

- 17 Shape Shift (Sight and Smell/Taste Groups), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (26 Active Points); Extra Time (Full Phase, -1/2)
- 24 *Poderes de la roca*: Elemental Control, 60-point powers, (30 Active Points); all slots Only In Heroic Identity (-1/4)
- 24 1) *Duro como la piedra*: Armor (20 PD/20 ED) (60 Active Points); Only In Heroic Identity (-1/4)
- 24 2) Life Support (Eating:: Character does not eat; Immunity: All terrestrial diseases and biowarfare agents; Immunity: All terrestrial poisons and chemical warfare agents; Longevity:: Immortal; Safe Environment: Zero Gravity; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping:: Character does not sleep) (51 Active Points); Only In Heroic Identity (-1/4)
- 28 3) *Roca viviente*: Density Increase (25.600 kg mass, +40 STR, +8 PD/ED, -8" KB), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (80 Active Points); Always On (-1/2), Only In Heroic Identity (-1/4)
- 13 4) *Vista Terrestre*: N-Ray Perception (Sight Group), +1 to PER Roll, Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Telescopic (+1 versus Range Modifier), Tracking (32 Active Points); Limited Power Power loses about half of its effectiveness (Solo a través de roca/piedra/tierra; -1), Only In Heroic Identity (-1/4)
- 26 5) *Moldear Piedra*: Entangle 3d6, 5 DEF (standard effect: 3 BODY, 5 DEF) (Stops A Given Sense Group: Sight Group), Reduced Endurance (1/2 END; +1/4) (62 Active Points); Only In Heroic Identity (-1/4) 2
- 18 6) *Camino terrestre*: Tunneling 6" through 6 DEF material, Fill In, x8 Noncombat: +2, Reduced Endurance (1/2 END; +1/4) (62 Active Points); Limited Medium Limited (Solo a través de roca/piedra/tierra; -1/2), Only In Heroic Identity (-1/4) 2

174 Total Powers Cost

MARTIAL ARTS MANEUVERS

Cost Maneuver

- 4 Martial Strike: 1/2 Phase, +0 OCV, +2 DCV, 4d6 / 12d6 Strike
- 4 Total Martial Arts Cost**

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DISADVANTAGES

Cost	Disadvantage
15	Distinctive Features: Cuerpo de piedra viviente (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20	Enraged: Cuando recibe ataques a distancia que provoquen STUN (Common), go 11-, recover 11-
15	Enraged: Se burlan abiertamente de él (Uncommon), go 11-, recover 11-
25	Hunted: VIPER 11- (Mo Pow, NCI, Harshly Punish)
10	Physical Limitation: Tartamudea (Frequently, Slightly Impairing)
20	Psychological Limitation: No matar (Common, Total)
15	Psychological Limitation: No te gusta que pongan en peligro a inocentes con Killing Attacks (Common, Strong)
10	Reputation: Acepta desafíos One vs One con tipos fuertes, 11-
5	Social Limitation: Le gusta la soledad y es introvertido (Occasionally, Minor)
15	Social Limitation: Identidad secreta (Frequently, Major)
150	Total Disadvantages Cost

APPEARANCE

Hair Color: Brown

Eye Color: Brown

Height: 2.00 m

Weight: 100.00 kg

Description:

BACKGROUND

PERSONALITY

QUOTE

POWERS/TACTICS

CAMPAIGN_USE