

Blunt-Nosed Charger

Character created with [Hero Designer](#), version 2007071702

Alternate Identities :

Player Name :

Genre :

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
25	STR	10	0	14-	HTH Damage 5d6 END [2]
13	DEX	10	9	12-	OCV 4 DCV 4
15	CON	10	10	12-	
13	BODY	10	0	12-	
3	INT	10	-7	10-	PER Roll 10-
10	EGO	10	0	11-	ECV: 3
15	PRE	10	0	12-	PRE Attack: 3d6
10	COM	10	0	11-	
5/7	PD	5	0		5/7 PD (0/2 rPD)
6/8	ED	3	0		6/8 ED (0/2 rED)
3	SPD	2.3	7		Phases: 4, 8, 12
8	REC	8	0		
30	END	30	0		
34	STUN	34	0		
6"	Running	6	0		
8"	Swimming	2	0		
5"	Leaping	5	0		

19 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **0**
 Spent: **0**
 Unspent: **0**
 Base Points: **75**
 Disad Points: **50**
 Total Points: **114**

POWERS

Cost	Name	END
6	Fur: Armor (2 PD/2 ED)	0
6	Greater Mass: +3 BODY	

Cost	Name	END
3	Tougher: +3 ED	
20	Head-Butt: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-1/2)	3
17	Trample: HA +5d6 (25 Active Points); Hand-To-Hand Attack (-1/2)	2
6	Heavy: Knockback Resistance -3"	0
5	More Impressive: +5 PRE	
15	Greater Strength: +15 STR	1
4	Reach: Stretching 1", Reduced Endurance (0 END; +1/2) (7 Active Points); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)	0
6	Swimmer: Swimming +6" (8" total)	1

88 Total Powers Cost

SKILLS

Cost	Name
7	Mimicry 12-

7 Total Skills Cost

DISADVANTAGES

Cost	Name
5	Physical Limitation: Large, up to twice human size (4m, or 2"; -2 DCV, +2 to PER Rolls to perceive) Infrequently, Slightly Impairing
15	Physical Limitation: Very Limited Manipulation Frequently, Greatly Impairing
15	Physical Limitation: Animal Intelligence Frequently, Greatly Impairing
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls Frequently, Greatly Impairing

50 Total Disadvantages Cost

APPEARANCE

Hair Colour: Dark Yellow to Brown

Eye Colour: Black or Brown

Height: 3.00 m

Weight: 700.00 kg

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