

Name: Bone Golem (Marrow's)

Alternate ID:

Val	Char	Base	Cost
30	STR	10	20
11	DEX	10	3
20	CON	10	20
18	BODY	10	16
8	INT	10	-2
8	EGO	10	-4
20	PRE	10	10
4	COM	10	-3
20	PD	6	14
20	ED	4	16
4	SPD	2.1	19
10	REC	10	0
40	END	40	0
42	STUN	43	-1
6"	RUN	6	0
2"	SWIM	2	0
6"	LEAP	6	0

STR Roll: 15- **Run:** 6"
DEX Roll: 11- **Swim:** 2"
CON Roll: 13- **Leap:** 6"
INT Roll: 11-
EGO Roll: 11-
PER Roll: 11-

Disadvantages	Pts
Distinctive Features: Bone Golem Not Concealable, Extreme Reaction, Detectable By Commonly-Used Senses	25
Physical Limitation: No Senses Except Sight Frequently, Greatly Impairing	15
Physical Limitation: Low Intelligence Infrequently, Slightly Impairing	5
Vulnerability: 1 1/2x BODY Magic Attacks Common	10
Vulnerability: 1 1/2x STUN Magic Attacks Common	10

XP **Base Points : 126**
0 **Disads Total + 65**
Experience Spent + 0
Total Cost = 191



Pts. Power/Skill/Perk/Talent END

- 12 **Bone Club:** Hand-To-Hand Attack +4d6, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (Focus (Arm Bone); -1), Hand-To-Hand Attack (-1/2) [Notes: Pulls off his arm and uses it as a club.] 0
- 20 **Body Made Of Magical Bone:** Damage Resistance (20 PD/20 ED) 0
- 38 **No Vital Organs:** Life Support (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping Character does not sleep) 0

10 +2 with HTH Combat
3 Climbing 11-

70 : Powers Cost
13 + Skills Cost
108 + Characteristics Cost
191 = Total Cost

Base OCV: 4 Base DCV: 4

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +2 with HTH Combat

Combat Maneuvers

Name	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	+4DC to attack
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

Range	0-4	5-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8	-10

DEX: 11 SPD: 4 ECV: 3
Phases: 3, 6, 9, 12
20 PD (20 rPD) 20 ED (20 rED) MD: 0
END: 40 STUN: 42 BODY: 18

