

Name: Toymaster
Alternate ID: Ronald Milkowsky

Val	Char	Base	Cost
8	STR	10	-2
18	DEX	10	24
13	CON	10	6
8	BODY	10	-4
18	INT	10	8
11	EGO	10	2
8	PRE	10	-2
8	COM	10	-1
4	PD	2	2
4	ED	3	1
4	SPD	2.8	12
5	REC	5	0
26	END	26	0
19	STUN	19	0
6"	RUN	6	0
2"	SWIM	2	0
1 1/2"	LEAP	2	0

STR Roll: 11- **Run:** 6"
DEX Roll: 13- **Swim:** 2"
CON Roll: 12- **Leap:** 1 1/2"
INT Roll: 13-
EGO Roll: 11-
PER Roll: 13-

Disadvantages	Pts
Normal Characteristic Maxima	20
Distinctive Features: Small (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)	10
Hunted: SF Law Enforcement Agencies 8- (Mo Pow, NCI, Limited Geographical Area, Harshly Punish)	15
Physical Limitation: Pituitary Gland Defect (Small, +3" KB) (Infrequently, Slightly Impairing)	5
Psychological Limitation: Vengeful (Common, Strong)	15
Psychological Limitation: Likes To Challenge Superheroes (Common, Moderate)	10
Reputation: Superhero Collector, 14- (Known Only To Other Collectors)	10
Social Limitation: Secret Identity (Frequently, Major)	15

XP **Base Points : 75**
0 **Disads Total + 100**
 Experience Spent + 0
 Total Cost = 175



Pts. Power/Skill/Perk/Talent END
5 **Small:** +1 with DCV

- 3 Bugging 13-
- 1 Bureaucratics 8-
- 3 Computer Programming 13-
- 3 Concealment 13-
- 5 Cramming
- 1 Demolitions 8-
- 3 Electronics 13-
- 3 Inventor 13-
- 3 Mechanics 13-
- 4 Navigation (Air, Land, Marine) 13-
- 3 PS: Comic Store Owner 13-
- 3 Security Systems 13-
- 3 **RC Toy Controls:** Systems Operation 13-
- 3 Trading 11-
- 4 Weaponsmith (Energy Weapons, Firearms, Missiles & Rockets) 13-
- 3 Scholar
- 2 1) KS: Comic Books (3 Active Points) 13-
- 2 2) KS: Superhero Collectables (3 Active Points) 13-
- 2 3) KS: Superheroes (3 Active Points) 13-
- 2 4) KS: Supervillains (3 Active Points) 13-
- 3 Scientist
- 2 1) SS: Electronic Engineering 13- (3 Active Points)
- 2 2) SS: Remote Control Devices 13- (3 Active Points)
- 2 3) SS: Toy Design 13- (3 Active Points)
- 53 **Toymaster's RC Toys:** Follower
- 2 **Comic Store with Toy Lab:** Vehicles & Bases
- 4 Speed Reading (x10)

5 : Powers Cost
124 + Skills Cost
46 + Characteristics Cost
175 = Total Cost

Base OCV: 6 Base DCV: 6
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +1 with DCV

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: 18 SPD: 4 ECV: 4
Phases: 3, 6, 9, 12
4 PD (0 rPD) 4 ED (0 rED) MD: 0
END: 26 STUN: 19 BODY: 8



TOYBOY - RAMON PEREZ - ©2002 GREEN RONIN