

NAME: Kor Hunter
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
10	Body	x2	10	0
18	Intelligence	x1	10	8
11	Ego	x2	10	2
20	Presence	x1	10	10
20	Comeliness	x1/2	10	5
10	Physical Defex	x1	3	7
10	Energy Defens	x1	4	6
5	Speed	x10	3.0	20
10	Recovery	x2	7	6
40	Endurance	x1/2	40	0
36	Stun	x1	28	8
Characteristics Cost:				127

STR Roll: 12-	Run	7"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	3"
EGO Roll: 11-		
PER Roll: 13-		

Experience: 38

DISADVANTAGES	BASE:	100+PTS
Hunted, "Oeramm's minions", as powerful, harsh, appear 11-		15
Hunted, "Oeramm", more powerful, harsh, appear 11-		20
Psych Lim, "Must disguise heroics behind frivolous front", very common, moderate		15
Psych Lim, "Inability/unwilling to learn modern tech and costumes", very common, strong		20
Unluck, 1D6		5
Vuln, "Gas", uncommon, x2 stun		10
Vuln, "Physical killing attacks", very common, x2 stun		30

Disadvantages Total : 115
Experience Spent + 38
Total Points = 253

The Circle

PTS	POWERS	END
2	7" Running	1
==Skills==		
6	2 Levels: Bow and arrows Multipower, tight group	
7	Stealth 15-	
==Equipment==		
6	3/3 Armor, OIF(-1/2)	
60	MP (90), "Bow and arrows", OIF(-1/2)	
4u	12D6 EB (Fire), 7-8 Charges(-1/2), Explosion(+1/2)	0
4u	12D6 EB, 13-16 Charges (0)	0
4u	9D6 Flash, Sight, 7-8 Charges(-1/2)	0
6u	4D6 RKA, 13-16 Charges (0), x1 Armor Piercing (+1/2)	0
20	MP (Magic) (30), "Amulet", IAF(-1/2)	
2u	15" Flight	3
2u	2D6 HKA	3
1u	Instant Change, any clothes	
2u	15" Teleport	3

126 : **Powers Total**
127 + **Characteristic Total**
253 = **Total Cost**

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX:	20	SPD:	5	ECV:	4
Phases	- - 3 - 5 - - 8 - 10 - 12				
PD/rPD	13/ 3	ED/rED	13/ 3		
END:	40	STUN:	36	BODY:	10

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

Circle and METE (12) p6
Name: Kor Hunter
Gender: Male
Species: Human
Team: The Circle

