

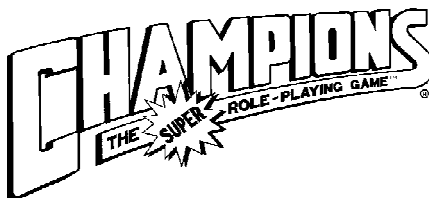
NAME: Marksman
PLAYER:

VALUE	CHAR	COST	BASE	PTS
15	Strength	x1	10	5
30	Dexterity	x3	10	60
18	Constitution	x2	10	16
14	Body	x2	10	8
28	Intelligence	x1	10	18
14	Ego	x2	10	8
18	Presence	x1	10	8
18	Comeliness	x1/2	10	4
6	Physical Defex	x1	3	3
4	Energy Defens	x1	4	0
6	Speed	x10	4.0	20
7	Recovery	x2	7	0
40	Endurance	x1/2	36	2
31	Stun	x1	31	0
Characteristics Cost:				152

STR Roll: 12-	Run	7"
DEX Roll: 15-	Swim	2"
INT Roll: 15-	Jump	3"
EGO Roll: 12-		
PER Roll: 15-		

Experience: 28

DISADVANTAGES	BASE:	200+PTS
DNPC, "Roland Henderson, father", normal, appear 8-		10
Berserk, "Friends hurt", common, occur 8-, recover 8-		20
Hunted, "Foxbat", as powerful, mild, appear 8-		5
Hunted, "Eurostar", as powerful, harsh, appear 8-		10
Hunted, "DEMON", as powerful, harsh, appear 8-		10
Hunted, "VIPER", as powerful, harsh, appear 8-		10
Psych Lim, "Irrational curiosity", common, moderate		10
Psych Lim, "Feels he must prove his worth as a hero", common, moderate		10
Psych Lim, "Hatred of killing", common, strong		15
Psych Lim, "Overconfident", very common, strong		20
Unluck, 2D6		10



PTS	POWERS	END
2	7" Running	1
==Skills==		
3	Acrobatics 15-	
3	Computer Programming 15-	
11	Disguise 15-	
3	Climbing 15-	
3	Gadgeteering 15-	
3	Lang: French, fluent conversation, literacy	
3	Lang: German, fluent conversation, literacy	
20	2 Levels, all skills	
6	2 Levels: Guns, tight group	
4	Martial Dodge	
4	Martial Block	
4	M Strike	
3	Martial Throw	
5	Off Strike	
1	SC: Chemistry 11-	
1	SC: Electrical Engineering 11-	
1	SC: Mechanical Engineering 11-	
2	SC: Sonics 15-, (INT based)	
3	Scientist	
3	Security Systems 15-	
3	Stealth 15-	
==Talents==		
15	3D6 Luck	
==Equipment==		
100	VPP (80), OAF(-1)	
(16)	8D6 EB, "Sonic Pistol", 7-8 Charges(-1/2)	0

Base OCV:10 Base DCV:10
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	
Martial Dodge	1/2	+0	+5	
Martial Block	1/2	+2	+2	
M Strike	1/2	+0	+2	5D6
Martial Throw	1/2	+0	+1	3D6 + v/5
Off Strike	1/2	-2	+1	7D6

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

DEX: 30 SPD: 6 ECV: 5
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 6/ 0 ED/rED 4/ 0
END: 40 STUN: 31 BODY: 14

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	x1/2	x1	-7	
13	Vitals	x4	x1/2	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
Champions #5
Name: Donald Henderson
Species: Human
Gender: Male
Height: 5 foot 10 inches
Weight: 180 pounds
Eyes: Gray
Hair: Black
Team: Champions



Disadvantages Total : 130
Experience Spent + 28
Total Points = 358

206 : **Powers Total**
152 + **Characteristic Total**
358 = **Total Cost**