Character Name _	99
Alternate Identities	Ezekiel Munroe
Plaver Name	Jim VanWinkle



	CHAR/	CTERIS	TICS
Val	Char	Points	Roll
20	STR	10	<u>13-</u>
18	DEX	16	<u>13-</u>
_30	CON	20	<u> 15-</u>
13	INT	3	12-
23	EG0	13	14-
	PRE	10	<u>13-</u>
8	OCV	25	
_ 4	DCV	5	
10	OMCV	21	
8	DMCV	15	
5	SPD	30	
12	PD		
12	ED	2	
8	REC	_ 4	
_ 30	END	2	
30	BODY	20	Total Cost
50	STUN	15	225

CURRENT STATUS			
	Maximum	Current	
END	30		
BODY	30		
STUN	50		

VITAL INFORMATION
HTH damage (STR/5)d6 4d6 Lift 400kg STR END Cost 2
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV <u>8</u> Base DCV <u>4</u> Base OMCV <u>10</u> Base DMCV <u>8</u>
Combat Skill Levels
Presence Attack (PRE/5)d6 <u>4d6</u>

SIXTH EDITION				
EXPERIENCE POINTS				
Total Points	493			
Total Experience Earned	23			
Experience Spent	18_			
Experience Unspent	5			

	HIT LO	CA	ΓΙΟΝ	I CH	AF	₹Т
3d6 Roll	Location	STUN X	N STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	х5	x2	x2	-8	_/_
6	Hands	x1	X½	X½	-6	/
7-8	Arms	x2	X½	X½	-5	/
9	Shoulders	хЗ	x1	x1	-5	/
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	X½	-6	/
17-18	Feet	x1	X½	X½	-8	/
			Avei	age D	ef_	
DCV N	/lodifier _.		Tota	l Weig	jht .	
Armo	r Notes					

ATT	ACK	(S	& M	IANEUVERS
Maneuver	Phase	OCV	DCV	Effects
Block	1/2	+0	+0	Block, abort
Brace	0	+2	1/2	+2 OCV vs R. Mod.
Disarm	1/2	-2	+0	Disarm, STR v. STR
Dodge	1/2	_	+3	Abort, vs. all attacks
Grab	1/2	-1	-2	Grab 2 limbs
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	1/2*	+0	-5	+4 DCs to attack
Move By	1/2†	-2	-2	STR/2 + v/10; you take $1/3$
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full
Multiple Attack	. 1	var	1/2	Attack multiple times
Set	1	+1	+0	Ranged attacks only
Shove	1/2	-1	-1	Push 1m per 5 STR
Strike	1/2	+0	+0	STR or weapon
Throw	1/2	+0	+0	Throw w/ STR dmg
Trip	1/2	-1	-2	Knock target Prone

DEF	ENSES
Туре	Amount/Effect
Normal PD	12
Resistant PD	8
Normal ED	12
Resistant ED	8
Mental Defense	20
Power Defense	5
Flash Defense	5 (Sight Group)

Perception Roll (9+INT/5)12 Enhanced and Unusual Senses
Detect A Single Thing 16- (Mental Gr
Telepathy 12d6 (Human class of min

СОМВАТ МО	DIF	IERS	•	
Range (m) 0-8 9-16 17-32 OCV mod -0 -2 -4	33-64 -6	65-125 -8	126-250 -10	
Targeting Shot	OCV	Hit Lo	cation	
Head Shot (Head to Shoulders)	-4	1d	1d6+3	
High Shot (Head to Vitals)	-2	2d	6+1	
Body Shot (Hands to Legs)	-1	2d	6+4	
Low Shot (Shoulders to Feet)	-2	2d	6+7*	
Leg Shot (Vitals to Feet)	-4	1d6	5+12	
* Treat a 19 as the	Feet lo	cation		

M	OVEMEN	IT
Туре	Combat	Noncombat
Run (12m)	24m	48m
Swim (4m)	4m	8m
H. Leap (4m)	4m	8m
V. Leap (2m)	2m	4m
Movement SFX		

CHARACTER INFORMATION

Character Name 99

Height <u>1.83 m</u> Weight <u>84.00 kg</u>

Hair color None Eye color Black



CAMPAIGN INFORMATION

Campaign Name Rose City 5

Genre Dark 4-color

Gamemaster Chris Bezodis

SKI	ILLS, PERKS, & TALENTS	
Cost	Name	Roll
_3	Cold Read: Analyze: Style	12-
3	Contortionist	13-

3 Simulate Death II-

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Total Skills, Perks, & Talents Cost

POWERS AND EQUIPMENT

Cost	Name	Power/Equipment	END
16	Old Painless	Multipower, 75-point reserve, (75 APs); all slots 2 clips of 2 Charges (-1 ¼), OAF (-1), Custom Modifier (Must choose clips before combat; -1), Extra Time (Full Phase, Only to Activate, -¼), Reduced By Range (-¼*)	
2f	Thumper	1) Killing Attack - Ranged 3d6, +2 Increased STUN Multiplier (+½) (67 APs); OAF (-1), Custom Modifier (Must choose clips before combat; -1), Extra Time (Full Phase, Only to	
2f	Shotshell	Activate, -4), Reduced By Range (-4*) 2) Killing Attack - Ranged 4d6 (60 APs); OAF (-1), Custom Modifier (Must choose clips before combat; -1), Reduced Penetration (-4), Extra Time (Full Phase, Only to Activate, -4), Reduced By Range (-4*)	
2f	Sabot	(**), Reduced By Range (**) 3 Killing Attack - Ranged 3d6, Armor Piercing (+¼) (56 APs); OAF (-1), Custom Modifier (Must choose clips before combat; -1), Extra Time (Full Phase, Only to Activate, -¼), Reduced By Range (-¼*)	
2f	Slug	A Killing Attack - Ranged 4db (60 APs); OAF (-1), Custom Modifier (Must choose clips before combat; -1), Extra Time (Full Phase, Only to Activate, -¼), Reduced By Range (-¼*)	
2f	Steel Necklace	5) Killing Attack - Hand-To-Hand 3d6 (3 ½d6 w/STR), Constant (+½) (67 APs); OAF (-1), Custom Modifier (Must choose clips before combat; -1), Extra Time (Full Phase, Only to Activate, -4), Reduced By Range (-¼*)	
14	Dead Eyes	Detect A Single Thing 16- (Mental Group), Partially Penetrative, Sense	
20		Mental Defense (20 points total)	
5	Looking for a heart	Power Defense (5 points)	
6	Aims good	+2 with a small group of attacks	
ii	Tight quarters fighting	+4 with HTH Combat (32 AFs); Only in small spaces and narrow paths Power loses almost all of its effectiveness (6 hex rooms or squeeze hallways; -2)	
5	Dead eyes don't dilate	Sight Group Flash Defense (5 points)	
14	Found Weapons	Multipower, 60-point reserve, (60 APs); all slots I Recoverable Charge (Recovers Under Limited Circumstances; -1 ½), OAF Fragile (-1 ¼), Extra Time (Full Phase, Only to Activate, Delayed Phase, -½)	
2f	That's a nice tie	1) Killing Attack - Hand-To-Hand 3d6-1 (3d6+1 w/STR), Constant (+½) (60 APs); OAF Fragile (-1 ¼), Extra Time (Full Phase, Only to Activate, Delayed Phase, -½)	
2f	Stabby	2) Killing Attack - Hand-To-Hand 4d6 (5d6+1 w/STR) (60 APs); OAF Fragile (-1 ¼), Extra Time (Full Phase, Only to Activate, Delayed Phase, -½)	
2f	Thump	3) Hand-To-Hand Attack +12d6 (60 APs); OAF Fragile (-1 ¼), Extra Time (Full Phase, Only to Activate, Delayed Phase, -½), Hand-To-Hand Attack (-¼)	
16	Leather Balloon	Resistant Protection (8 PD/8 ED) (24 APs); Leaky, Side Effect occurs automatically whenever Power is used (-½)	
40	That didn't hurt	Physical Damage Reduction, 75%	
20	That didn't Hurt	Energy Damage Reduction, 50%	
25	Dead	Life Support (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing; Sleeping Character does not sleep) (38 APs); Perceivable (-½)	:
34	Mental	Multipower, 60-point reserve, (60 APs); Perceivable (-½), Beam (-¼)	
2f	I know what you're afraid of	1) Telepathy 12d6 (Human class of minds) (60 APs); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect affects both character and recipient	
		of Power's benefits; -1), Receive Only (-1/2)	6
6f	Buried Alive	2) Sight, Hearing, Mental, Smell/Taste and Touch Groups, Detect and Spatial Awareness Flash 4d6, Alternate Combat Value (uses OMCV against DMCV; +4) (60 APs)	6
6f	Chill of the Grave	 Mental Blast 5 1/2d6 (Human, Alien and Additional Class of Minds classes of minds) (60 APs) 	6

259 Total Powers/Equipment Cost

Total Complications Points

195

MATCHING COMPLICATIONS (195

Cost Complication Dependent NPC: Jimmy Duggan Frequently (Normal; Useful Noncombat Position or Skills) Distinctive Features: neck and chest scars (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses; Custom Adder) Distinctive Features: No hair, nails, irises, inflection n speech of affectation (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses) Hunted: Immortals Infrequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Watching) Hunted: Political family Frequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Mildly Punish) Physical Complication: No sense of touch, taste or smell (All the Time; Greatly Impairing) Psychological Complication: The Right Man is Convicted (Very Common; Strong) Social Complication: No Understanding of modern technology or interaction Very Frequently, Major Susceptibility: Healing 3d6 damage per Phase (Uncommon)

Character Name 99

Alternate Identities Ezekiel Munroe
Player Name Jim VanWinkle



POWERS AND EQUIPMENT (continued)				
Cost	Name	Power/Equipment	END	
	Mental	(continued)		
3f	Visions of Death	4) Entangle 3d6, 3 PD/3 ED, Use EGO to break (+¼), Sticky (telepathic only) (+¼), Attack Versus Alternate Defense (Mental Defense; +½) (60 APs); Mental Defense adds to EGO (-½), Nonresistant DEF (-¼)	6	