Character Name _	Flo
Alternate Identities	
Player Name	



CHARACTERISTICS						
Val	Char	Points	Roll			
10	STR	0	11			
_25	DEX	30	_14			
10	CON	0	11			
10	INT	0	11			
15	EG0	5	12-			
15	PRE	5	12-			
_ 7	OCV	20				
_ 7	DCV	20				
6	OMCV	9				
6	DMCV	9				
6	SPD	40				
8/23	PD	6				
8/23	ED	6				
_ 15	REC	11				
40	END	4				
10	BODY	0	<b>Total Cost</b>			
_30_	STUN	5	170			

CURRENT STATUS					
	Maximum	Current			
END	40				
BODY	10				
STUN	30				

VITAL INFORMATION
VITAL INFORMATION
HTH damage (STR/5)d62d6
Lift STR END Cost2
<b>Phases</b> 1 ② 3 ④ 5 ⑥ 7 ⑧ 9 ① 11 ①
Base OCV7 Base DCV7
Base OMCV <u>6</u> Base DMCV <u>6</u>
Combat Skill Levels +2 Overall
Presence Attack (PRE/5)d6 <u>3d6</u>

SIXTH EDITION				
EXPERIENCE POINTS				
Total Points	352			
Total Experience Earned	0			
Experience Spent	52			
Experience Unspent	0			

$\Box$	HIT LO	CA	ΓΙΟΝ	I CH	AF	श
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	/
Average Def						
DCV Modifier Total Weight						
Armor Notes						

ATTACKS & MANEUVERS						
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		
			—			

DEFENSES				
Туре	Amount/Effect			
Normal PD	8/23			
Resistant PD	0/15			
Normal ED	8/23			
Resistant ED	0/15			
Mental Defense	10			
Power Defense	0			
Flash Defense				

SENSES
Perception Roll (9+INT/5)11
<b>Enhanced and Unusual Senses</b>
Mind Link, Human class of minds, Sp

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		
<b>Targeting Shot</b>	OCV	Hit Lo	cation		
Head Shot (Head to Shoulders	) -4	1d6	1d6+3		
High Shot (Head to Vitals)	-2	2d6	2d6+1		
Body Shot (Hands to Legs)	-1	2d6	2d6+4		
Low Shot (Shoulders to Feet)	-2	2d6	2d6+7*		
Leg Shot (Vitals to Feet)	-4	1d6	1d6+12		
* Treat a 19 as the Feet location					

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	<u>2m</u>	4m		
<u>Teleportation</u>	50m	200m		
Movement SFX				

## **CHARACTER INFORMATION**

Character Name Flo

Height <u>2.00 m</u> Weight <u>100.00 kg</u> Hair color <u>Brown</u> Eye color <u>Brown</u>



<b>CAMPAIGN INFORMATION</b>	
Campaign Name	
Genre	
Gamemaster	

SKILLS, PERKS, & TALENTS				
Cost Name Roll				
24	+2 Overall			
		_		
		-		
		-		
		-		
		-		
		-		
24	Total Skills, Perks, & Talents	Cost		

Cost	Name	Power/Equipment	END
20	Gang mind	Mind Link, Human class of minds, Specific Group of Minds, Number of Minds (x4)	
45		Resistant Protection (IS PD/IS ED)	
10		Mental Defense (10 points total)	
60	Shield power	Multipower, 60-point reserve	
2f		1) Drain OCV 2d6 (20 APs)	2
2f	Blinding	2) Sight, Hearing and Mental Groups Flash 3d6 (25 APs)	2
6f	Block	3) Barrier 10 PD/10 ED, 5 BODY (up to 20m long, 4m tall, and ½m thick) (60 APs)	6
2f	Good Touch	4) Healing BODY 2d6 (standard effect: 6 points), Can Heal Limbs (25 APs)	2
3f	Good Touch 2	5) Healing STUN 3d6 (30 APs)	3
2v	Mouth-to-mouth	6) Life Support (Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum	;
		Self-Contained Breathing) (16 APs); Usable By Other (-½), Grantor pays the END	
		whenever the power is used, Recipient must remain close to Grantor	
6f	Grab and go	7) Teleportation 50m, x2 Increased Mass, x4 Noncombat (60 APs)	6
			_
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			_
			_

	MATCHING COMPLICATIONS ( 75 )	
Cost	Complication	
_30	Hunted: Police Very Frequently (Mo Pow; NCI; Harshly Punish)	Very Frequently
_10	Negative Reputation: , Frequently	
_10	Rivalry: Professional, Rival gang, Rival is As Powerful, Seek to Harm or Kill Rival, Rival Aware of Rivalry	
_10	Psychological Complication: Devoted to gang (Common; Moderate)	
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60	Total Complications Points	