

NAME: American Eagle				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
24	Dexterity	x3	10	42
28	Constitution	x2	10	36
13	Body	x2	10	6
13	Intelligence	x1	10	3
14	Ego	x2	10	8
20	Presence	x1	10	10
18	Comeliness	x1/2	10	4
10	Physical Defex	x1	4	6
9	Energy Defens	x1	6	3
5	Speed	x10	3.4	16
11	Recovery	x2	10	2
56	Endurance	x1/2	56	0
43	Stun	x1	37	6
Characteristics Cost:				152

STR Roll: 13-	Run	6"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 12-		
PER Roll: 12-		

Experience: 79

DISADVANTAGES	BASE:	100+PTS
Hunted, "VOICE", as powerful, harsh, appear	11-	15
Psych Lim, "Claustrophobia", uncommon, moderate		5
Psych Lim, "Protective of Victrix", uncommon, moderate		5
Psych Lim, "Hunts Le Maistre", common, moderate		10
Psych Lim, "Overconfident", common, strong		15
Secret ID, "Steve Hall"		15
Vuln, "Gas attacks", uncommon, x1 1/2 stun		5

Disadvantages Total : 70
Experience Spent + 79
Total Points = 249

FREEDOM SQUAD

PTS	POWERS	END
==Skills==		
3	Acrobatics 14-	
20	2 Levels, all skills	
3	1 Levels: Wings, tight group	
4	Martial Block	
4	Martial Dodge	
4	M Strike	
3	Martial Throw	
5	Off Strike	
==Equipment==		
13	9/9 Armor, OIF(-1/2), 14- Activation(-1/2)	
3	5 Flash Defense, OIF(-1/2)	
6	4D6 HA, OAF(-1)	
21	MP (42), OAF(-1)	
4m	17" Flight, 1/2 END (+1/4)	
3m	32" Gliding	
1u	15 OCV Missile Deflection, deflect all attacks	

97 : **Powers Total**
152 + **Characteristic Total**
249 = **Total Cost**

Base OCV: 8 Base DCV: 8
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 Block	1/2	+2	+2	
Martial Dodge	1/2	+0	+5	
M Strike	1/2	+0	+2	6D6
Martial Throw	1/2	+0	+1	4D6 + v/5
Off Strike	1/2	-2	+1	8D6

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

1 DEX: 24 SPD: 5 ECV: 5
Phases - - 3 - 5 - - 8 - 10 - 12
2 PD/rPD 19/ 9 ED/rED 18/ 9
END: 56 STUN: 43 BODY: 13

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
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Name: Steve Hall
Species: Human
Gender: Male
Team: Freedom Squad

