

NAME: The Clansman				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
18	Strength	x1	10	8
20	Dexterity	x3	10	30
20	Constitution	x2	10	20
16	Body	x2	10	12
13	Intelligence	x1	10	3
14	Ego	x2	10	8
18	Presence	x1	10	8
14	Comeliness	x1/2	10	2
8	Physical Defex	x1	4	4
7	Energy Defens	x1	4	3
5	Speed	x10	3.0	30
10	Recovery	x2	8	4
40	Endurance	x1/2	40	0
35	Stun	x1	35	0
Characteristics Cost:				132

STR Roll: 13-	Run	7"
DEX Roll: 13-	Swim	3"
INT Roll: 12-	Jump	4"
EGO Roll: 12-	Gliding	12"
PER Roll: 12-		

Experience: 83

DISADVANTAGES	BASE: 200+PTS
Berserk, "Casual killers", uncommon, occur 8-, recover 11-	10
Distinctive, "Military look and manner", easily concealable, minor	5
Enraged, "Innocents hurt", common, occur 11-, recover 11-	10
Normal Stats	20
Psych Lim, "Despises those who endanger innocents", common, moderate	10
Psych Lim, "Highly conventional in behavior and attitudes", common, strong	15
Psych Lim, "Hates to fail - may "play it safe", common, strong	15
Public ID, "Colin McNeil"	10
Unluck, 1D6	5
Watched, "UK government", more powerful, non-combat influence, harsh, appear 14-	15
Disadvantages Total : 115	
Experience Spent + 83	
Total Points = 398	

THE NEW KNIGHTS OF THE ROUND TABLE

PTS	POWERS	END
2	7" Running	1
1	3" Swimming	1
==Perks==		
2	11- Contact: Highland Regiment Colonel	
4	13- Contact: Ministry of Defense Senior Official	
1	8- Contact: MI5 Officer	
2	Fring Benefit: Army Captaincy	
==Skills==		
3	Acrobatics 13-	
1	Bureaucratics 8-	
3	Breakfall 13-	
5	Choke Hold	
3	Climbing 13-	
3	Combat Driving 13-	
3	Combat Piloting 13-	
3	Concealment 12-	
3	Demolitions 11-	
2	KS: Army History 11-	
6	KS: British Army Tactics & Codes 15-, (INT based)	
3	KS: Super Beings 12-, (INT based)	
1	Lang: Gaelic	
2	Lang: German, fluent conversation	
1	Lang: Spanish	
8	1 Levels, all combat	
20	2 Levels, all skills	
4	Martial Block	
4	Martial Disarm	
4	M Strike	
3	Martial Throw	
1	Mechanics 8-	
3	Navigation 11-	
3	Paramedic 12-	
0	PS: Soldier 8-	
3	Stealth 13-	
3	Survival 11-	
1	Systems Operation 8-	
7	Tactics 14-	
1	Tracking 8-	
8	TF, Boats, Scuba, Skiing, Parachuting, Ground Vehicles, Air Vehicles	
12	WF, Grenade Launchers, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles, Common Melee, Common Missile, Small Arms, Heavy Weapons	
1	Weapon Groups, Swords/Blades	
3	Weaponsmith 11-	
==Talents==		
3	Lightsleep	
5	Resistance	
==Equipment==		
20	10/10 Armor, OIF(-1/2)	
266	: Powers Total	
132	+ Characteristic Total	
398	= 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	
Choke Hold	1/2	-2	+0	2D6
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	28 STR
M Strike	1/2	+0	+2	5 1/2D6
Martial Throw	1/2	+0	+1	3 1/2D6 + v/5

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

DEX: 20 SPD: 5 ECV: 5
Phases - - 3 - 5 - - 8 - 10 - 12
PD/rPD 18/ 10 ED/rED 17/ 10
END: 40 STUN: 35 BODY: 16

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

April 11th, 2015
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Kingdom of Champions (410)
p118
Name: Colin McNeil
Species: Human
Gender: Male
Height: 6 feet 2 inches
Weight: 183 pounds
Hair: Red
Eyes: Brown
Team: The New Knights of the Round Table (leader)



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
		22	3D6 EB,"Needle Pistol",vs physical defense,OAF(-1),9-12 Charges(0),continuing, duration: extra phase, NND(+1),Defense: 5 Resistant PD, Continuous(+1)	0			
		7	2D6 EB,vs physical defense,OAF(-1),9-12 Charges(-1/4),Linked (-1/2),"3D6 Energy Blast",NND(+1), Defense: 5 Resistant PD	0			
		3	5 Flash Defense, Hearing Group,OIF (-1/2)				
		3	5 Flash Defense,Sight Group,OIF(-1/2)				
		8	12" Gliding,OIF(-1/2)				
		3	IR Vision,OIF(-1/2)				
		7	1D6 HKA,OAF(-1)	1			
		7	Life Support,doesn't breathe,OIF(-1/2)				
		26	MP (45),OIF(-1/2),9-12 Charges(-1/4)				
		2u	4" Darkness,Sight,UV	0			
		2u	6D6 EB,Explosion(+1/2)	0			
		2u	3D6 EB,NND(+1), Defense: Life Support vs. breathing,Area Effect(+1),radius	0			
		3	Radio XMIT/REC,OIF (-1/2)				