

**NAME:** DarkWing - High  
**PLAYER:**

VALUE	CHAR	COST	BASE	PTS
18	Strength	x1	10	8
21	Dexterity	x3	10	33
20	Constitution	x2	10	20
13	Body	x2	10	6
28	Intelligence	x1	10	18
14	Ego	x2	10	8
20	Presence	x1	10	10
18	Comeliness	x1/2	10	4
8	Physical Defex	x1	4	4
8	Energy Defens	x1	4	4
5	Speed	x10	3.1	19
8	Recovery	x2	8	0
40	Endurance	x1/2	40	0
32	Stun	x1	32	0
<b>Characteristics Cost:</b>				<b>134</b>

<b>STR Roll:</b> 13-	Run	6"
<b>DEX Roll:</b> 13-	Swim	2"
<b>INT Roll:</b> 15-	Jump	4"
<b>EGO Roll:</b> 12-		
<b>PER Roll:</b> 15-		

**Experience:** 167

DISADVANTAGES	BASE:	200+PTS
Berserk, "Losing or injured", common, occur 11-, recover 11-		20
Distinctive, "Tall & handsome", concealable, minor		10
Hunted, "Israeli Intelligence", as powerful, harsh, appear 8-		10
Hunted, "UNTIL", as powerful, harsh, appear 8-		10
Psych Lim, "Nazi ideals", common, strong		15
Psych Lim, "Misogyny", very common, moderate		15
Psych Lim, "Arrogance", common, total		20
Public ID		10
Rep, "All-around villain", occur 14-		15
Vuln, "Magic", common, x1 1/2 stun		10
Vuln, "Ego attacks", common, x1 1/2 stun		10
Watched, "Tabloid press", less powerful, harsh, appear 11-		5

**Disadvantages Total :** 150  
**Experience Spent +** 167  
**Total Points =** 517

# ENEMIES

**PTS POWERS END**

- ==Skills==
- 2 AK: Antarctica 15-, (INT based)
  - 2 AK: Central America 15-, (INT based)
  - 2 AK: Europe 15-, (INT based)
  - 2 AK: London 15-, (INT based)
  - 2 AK: New York 15-, (INT based)
  - 2 AK: North Africa 15-, (INT based)
  - 3 Breakfall 13-
  - 3 Bureaucratics 13-
  - 3 Climbing 13-
  - 3 Combat Driving 13-
  - 3 Combat Piloting 13-
  - 1 Computer Programming 8-
  - 3 Concealment 15-
  - 3 Criminology 15-
  - 3 Deduction 15-
  - 3 Electronics 11-
  - 3 Forensic Medicine 15-
  - 13 Gadgeteering 20-
  - 3 High Society 13-
  - 3 Inventor 15-
  - 2 KS: International Fasist Conspiracies 15-, (INT based)
  - 2 KS: British Law 15-, (INT based)
  - 2 KS: International Law 15-, (INT based)
  - 2 KS: Demonology 15-, (INT based)
  - 2 KS: Modern History 15-, (INT based)
  - 2 Lang: French, fluent w/accnt
  - 2 Lang: German, fluent w/accnt
  - 1 Lang: Italian, fluent conversation
  - 1 Lang: Mayan
  - 1 Lang: Russian, fluent conversation
  - 2 Lang: Spanish, fluent w/accnt
  - 1 Lang: Swahili, fluent conversation
  - 2 Lang: Watch Battle Language, fluent w/accnt
  - 1 Lang: Welsh, fluent conversation
  - 20 2 Levels, all skills
  - 10 2 Levels: Gadget pool, related group
  - 3 Linguist
  - 3 Mechanics 11-
  - 3 Paramedic 15-
  - 2 PS: Explorer 11-
  - 3 PS: Physician 15-, (INT based)

**383 : Powers Total**  
**134 + Characteristic Total**  
**517 = 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
Def Strike	1/2	+1	+3	3 1/2D6
Martial Block	1/2	+2	+2	
Martial Disarm	1/2	-1	+1	28 STR
Martial Escape	1/2	+0	+0	33 STR
Martial Throw	1/2	+0	+1	3 1/2D6 + v/5
Off Strike	1/2	-2	+1	7 1/2D6

<b>Rang</b>	<4	<8	<16	<32	<64	<128
<b>RMod</b>	-0	-2	-4	-6	-8	-10

DEX: 21 SPD: 5 ECV: 5  
Phases - - 3 - 5 - - 8 - 10 - 12  
PD/rPD 8/ 0 ED/rED 8/ 0  
END: 40 STUN: 32 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

Kingdom of Champions (410)  
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Name: DarkWing  
Species: Human  
Gender: Male



DISADVANTAGES	PTS	PTS	POWERS	END	PTS	POWERS	END
			based)				
		3	Scholar				
		2	SC: Chemistry 15-, (INT based)				
		2	SC: Electronic Engineering 15-, (INT based)				
		2	SC: Genetics 15-, (INT based)				
		2	SC: Geology 15-, (INT based)				
		2	SC: Medicine 15-, (INT based)				
		3	Scientist				
		1	Streetwise 8-				
		3	Survival 11-				
		3	Tracking 15-				
		6	TF, Horses / Donkeys, Boats, Ground Vehicles, Air Vehicles				
		3	Traveler				
		6	WF, Thrown Knives / Axes, Heavy Machine Guns, Common Melee, Small Arms				
			==Martial Arts==				
		5	Choke Hold				
		5	Def Strike, "Jab"				
		4	Martial Block				
		4	Martial Disarm				
		4	Martial Escape				
		3	Martial Throw, "Slam"				
		5	Off Strike, "Hook"				
			==Perks==				
		2	11- Contact: MACE				
		3	12- Contact: VIPER				
			Scientist				
		10	Money, wealthy				
		1	Passport				
		40	Vehicle: Dark Eagle & Range Rover (200pt)				
		5	Vehicle: x2				
		3	Weapons Permit - All types of weapons				
			==Talents==				
		5	Cramming				
		3	Lightning Calculator				
		3	Speed Reading				
			==Equipment==				
		8	HR Radio, "Wristwatch", IIF(-1/4)				
		103	VPP (80), only change between adv, IIF(-1/4)				