

NAME: The Grenadier				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
20	Strength	x1	10	10
24	Dexterity	x3	10	42
18	Constitution	x2	10	16
10	Body	x2	10	0
15	Intelligence	x1	10	5
10	Ego	x2	10	0
15	Presence	x1	10	5
20	Comeliness	x1/2	10	5
10	Physical Defex	x1	4	6
10	Energy Defens	x1	4	6
6	Speed	x10	3.4	26
8	Recovery	x2	8	0
36	Endurance	x1/2	36	0
29	Stun	x1	29	0
Characteristics Cost:				121

STR Roll: 13-	Run	7"
DEX Roll: 14-	Swim	2"
INT Roll: 12-	Jump	4"
EGO Roll: 11-	Swinging	11"
PER Roll: 12-		

Experience: 58

DISADVANTAGES	BASE:	100+PTS
Berserk, "Stunned", very common, occur 11-, recover 11-		25
Distinctive, "Pretty", easily concealable, minor		5
Enraged, "Made to look stupid", uncommon, occur 14-, recover 11-		10
Hunted, "IRA", as powerful, limited area, harsh, appear 8-		5
Hunted, "STOP", as powerful, harsh, appear 8-		10
Psych Lim, "Arrogant", common, strong		15
Psych Lim, "Enjoys violence", common, strong		15
Rivalry, "Battleaxe", professional		5
Watched, "Project: Armour", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 105
Experience Spent + 58
Total Points = 263

MACE

PTS	POWERS	END
2	7" Running	1
==Skills==		
3	Acrobatics 14-	
3	Basic Strike	
3	Breakfall 14-	
3	Climbing 14-	
3	12- Combat Sense	
3	Demolitions 11-	
4	Killing Strike	
9	3 Levels: Grenades, tight group	
3	1 Levels: Martial Arts, tight group	
4	Martial Disarm	
4	Martial Dodge	
5	Off Strike	
0	PS: Mercenary 8-	
3	Stealth 14-	
1	TF, Helicopters	
==Equipment==		
15	10/10 Armor, OIF(-1/2), 14- Activation(-1/2)	
34	5D6 EB, "Auto-Blaster", vs physical defense, 33-64 Charges(+1/2), OAF(-1), x1 Armor Piercing(+1/2), x10 Autofire(+3/4)	0
3	3 Levels: Auto-Blaster, OAF(-1)	
20	MP (45), 9-12 Charges (-1/4), OAF(-1)	
2u	4" Darkness, Sight, IR	0
2u	6D6 EB, Explosion(+1/2)	0
2u	3D6 Flash, Hearing, 15- Activation(-1/4), Explosion(+1/2)	0
2u	2D6 RKA, use D6-1, Explosion(+1/2)	0
2u	1D6+1 RKA, Delay can be changed by anyone (-1/4), Explosion (+1/2), Time Delay (+1/4), x1 Armor Piercing(+1/2)	0
7	11" Swinging, OIF(-1/2)	2

142 : **Powers Total**
121 + **Characteristic Total**
263 = **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	
Basic Strike	1/2	+1	+0	6D6
Killing Strike	1/2	-2	+0	1D6+1
Martial Disarm	1/2	-1	+1	30 STR
Martial Dodge	1/2	+0	+5	
Off Strike	1/2	-2	+1	8D6

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

DEX: 24 SPD: 6 ECV: 3
Phases - 2 - 4 - 6 - 8 - 10 - 12
PD/rPD 20/ 10 ED/rED 20/ 10
END: 36 STUN: 29 BODY: 10

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: Ian Michaels
Species: Human
Gender: Male
Height: 6 feet
Weight: 184 pounds
Hair: Blonde
Eyes: Green
Team: MACE

