

NAME: Gumshoe				
PLAYER:				
VALUE	CHAR	COST	BASE	PTS
25	Strength	x1	10	20
17	Dexterity	x3	10	21
18	Constitution	x2	10	16
13	Body	x2	10	6
18	Intelligence	x1	10	8
14	Ego	x2	10	8
15	Presence	x1	10	5
12	Comeliness	x1/2	10	1
6	Physical Defex	x1	5	1
6	Energy Defens	x1	4	2
4	Speed	x10	2.7	13
9	Recovery	x2	9	0
36	Endurance	x1/2	36	0
35	Stun	x1	35	0
Characteristics Cost:				101

STR Roll: 14-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 13-	Jump	5"
EGO Roll: 12-		
PER Roll: 16-		

Experience: 64

DISADVANTAGES	BASE:	100+PTS
Distinctive, "FBI agent", concealable, minor		10
Hunted, "Organized Crime", more powerful, harsh, appear 11-		20
Hunted, "Viper", as powerful, harsh, appear 8-		10
Normal Stats		20
Physical Lim, "Red/green color-blind", frequently, slightly		10
Psych Lim, "Obeys orders of superiors", common, strong		15
Psych Lim, "Very patriotic", common, strong		15
Psych Lim, "Protects the innocent", common, strong		15
Public ID, "Frank Long"		10
Rep, "Fearless investigator", occur 11-		10
Watched, "US government", more powerful, non-combat influence, harsh, appear 14-		15
Disadvantages Total :		150
Experience Spent +		64
Total Points =		314

EXECUTIVE SANCTION

PTS	POWERS	END
==Perks==		
3	12- Contact: Stoolie	
3	Federal Police Powers	
==Powers==		
5	Discriminatory, Smell	
9	+3 Enhanced PER, with all senses	
20	Targeting Sense, Hearing	
10	Tracking Scent	
3	Ultra Hearing	
==Skills==		
3	Breakfall 12-	
3	Bugging 13-	
1	Bureaucrats 8-	
5	Choke Hold	
3	Combat Driving 12-	
5	Criminology 14-	
1	Cryptography 8-	
8	Damage Class +2DC	
9	Deduction 16-	
3	Disguise 11-	
1	Forensic Medicine 8-	
3	Interrogation 12-	
2	KS: Criminal Law 11-	
4	KS: FBI 13-	
5	KS: Organized Crime 14-	
0	Lang: English, native	
1	Lang: Russian	
1	Lang: Spanish	
24	3 Levels, all combat	
4	Martial Disarm, "Disarm"	
4	Martial Escape, "Escape"	
3	Martial Throw, "Slam"	
3	PS: FBI Agent 12-	
3	Sacr Throw	
3	Security Systems 13-	
3	Shadowing 11-	
3	Stealth 12-	
3	Streetwise 12-	
2	WF, Small Arms	
==Talents==		
10	2D6 Luck	
==Equipment==		
17	10/10 Armor, "clothing", IIF(-1/4), 14- Activation(-1/2)	
20	2D6 RKA, "pistol", OAF (-1), 5-6 Charges (-1/4), 4 Clips, +1 Increased Stun Mult (+1/2)	0
213	: Powers Total	
101	+ Characteristic Total	
314	= Total Cost	

Base OCV: 6 Base DCV: 6
 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	3D6
Martial Disarm	1/2	-1	+1	45 STR
Martial Escape	1/2	+0	+0	50 STR
Martial Throw	1/2	+0	+1	7D6 + v/5
Sacr Throw	1/2	+2	+1	7D6

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

DEX: 17 SPD: 4 ECV: 5
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 16/ 10 ED/rED 16/ 10
 END: 36 STUN: 35 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	x1/2	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
 Allies (427) p14
 Name: Frank Long
 Species: Human mutate
 Gender: Male
 Team: Executive Sanction